

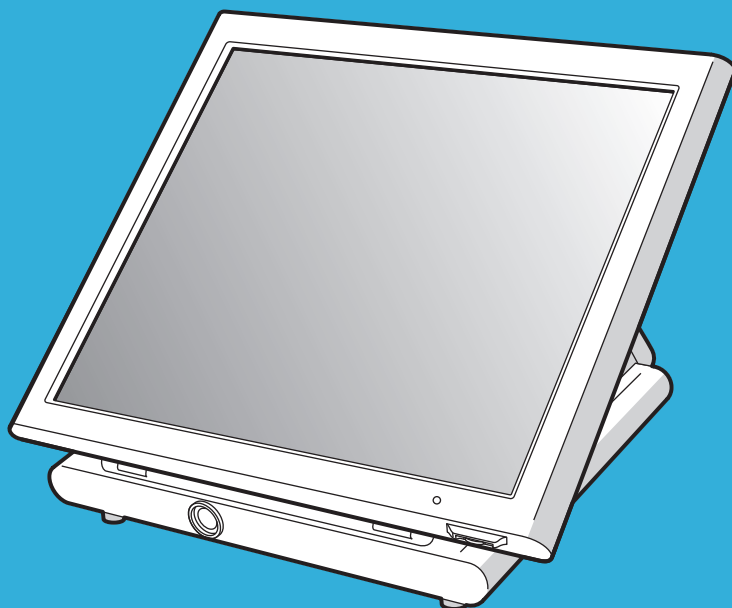
SHARP®

POS TERMINAL

MODEL

UP-3515

INSTRUCTION MANUAL



CAUTION: Please observe the following when an optional drawer is used.

The drawer unit should be securely fitted to the supporting platform to avoid instability when the drawers are open.

CAUTION:

The socket-outlet shall be installed near the equipment and shall be easily accessible.

VORSICHT:

Die Netzsteckdose muß nahe dem Gerät angebracht und leicht zugänglich sein.

ATTENTION:

La prise de courant murale devra être installée à proximité de l'équipement et devra être facilement accessible.

AVISO:

El tomacorriente debe estar instalado cerca del equipo y debe quedar bien accesible.

VARNING:

Det matande vägguttaget skall placeras nära apparaten och vara lätt åtkomligt.

LET OP:

Het stopcontact dient in de buurt van de kassa en gemakkelijk toegankelijk te zijn.

CAUTION:

For a complete electrical disconnection pull out the mains plug.

VORSICHT:

Zur vollständigen elektrischen Trennung vom Netz den Netzstecker ziehen.

ATTENTION:

Pour obtenir une mise hors-circuit totale, débrancher la prise de courant secteur.

AVISO:

Para una desconexión eléctrica completa, desenchufar el enchufe de tomacorriente.

VARNING:

För att helt koppla från strömmen, dra ut stickproppen.

LET OP:

Trek de stekker uit het stopcontact indien u de stroom geheel wilt uitschakelen.

INTRODUCTION

Thank you very much for your purchase of the SHARP POS Terminal Model **UP-3515**.

Please read this manual carefully before operating your POS terminal.

Please keep this manual for future reference.

IMPORTANT

- **Install this terminal in a location that is not subject to direct radiation, unusual temperature changes, and high humidity or exposure to water or other liquids.**
Installation in such locations could cause damage to the cabinet and the electronic components.
- **Do not drop this terminal nor subject it to any strong shock.**
This may cause damage to the terminal.
- **Do not apply excessive pressure to the display. Do not use a sharp-pointed object on the display.**
This may cause damage to the LCD display.
- **When cleaning this terminal, use a dry, soft cloth. Never use solvents, such as benzine or thinner.**
The use of such chemicals will lead to discoloration or deterioration of the cabinet.
- **The terminal plugs into any standard wall outlet official (nominal) voltage.**
Other electrical devices on the same electrical circuit could cause the terminal to malfunction.
- **If the terminal malfunctions, call your local authorized dealer for service. Do not try to repair the terminal yourself.**
- **Be sure to use the supplied AC adapter and AC power cord. Otherwise, an electric shock or fire may be caused.**
- **For a complete electrical disconnection, remove the AC power cord from the wall outlet.**

PRECAUTION

This POS terminal has a built-in memory protection circuit which is operated by a rechargeable battery pack.

Please note that all batteries will, in time, dissipate their charge even if not used. Therefore to insure an adequate initial charge in the protection circuit and to prevent any possible loss of memory upon installation, it is recommended that each unit be allowed to be recharged for a period of 24 to 48 hours prior to use by the customer.

After installation, the battery pack is charged when the machine is plugged in. This recharging precaution can prevent unnecessary initial service calls.

This product utilizes fluorescent tubes containing a small amount of mercury.
Disposal of these materials may be regulated due to environmental considerations. For disposal or recycling information, please contact your local authorities.

CONTENTS

INTRODUCTION	1
IMPORTANT	1
PRECAUTION	1
CONTENTS	2
1. Part Names and Functions	7
External View	7
Front view	7
Rear view	7
Displays	9
Operator display (touch panel)	9
Customer display	12
Screen save mode	12
Clerk keys	13
2. Before Operating the POS Terminal	14
Display Adjustment	14
Connecting the Printer and Installing the Paper Rolls	14
3. Selecting an Operating Mode	15
Operating Mode	15
Mode Selection	16
Selecting a mode	16
4. Prior to Making Entries	17
Preparations for Entries	17
Error Warning	17
Entering a Secret Code	18
5. Entries	19
Function Key Description	19
Screen transitions	19
Function key list (using default key labels)	20
How to Use the Touch Panel	24
Cursor control by touching option(s) or items(s) in the window	24
Clerk Assignment (Sign-on/Sign-off)	25
Clerk assignment	25
Item Selection from the Menu	27
Starting Cash Memory Entry	28
Item Entries	29
Registration screen	29
Single item entries	29
Repeat entries	32
Multiplication entries	33
Split-pricing entries	35
Successive multiplication entries	37
Scale entries	39
Single item cash sale (SICS)/single item finalize (SIF) entries	40
Non-turnover sales	41
Special Entries for PLU/EAN	42
Promotion function	42
PLU/EAN link entries	44
EAN learning function	45
EAN/ITF-to-PLU conversion	46
PLU/EAN information inquiry (view) function	47
EAN price change function	48
Combo meal PLU/EAN entries	49

With/without entries	50
PLU menu keys (categories)	51
PLU level shift (for direct PLUs)	52
Price level shift	54
Condiment entries	56
Pint entries	59
Happy hour	60
Crate entries	61
Display of Subtotals	63
Subtotal	63
Difference subtotal (Differ ST)	63
Finalization of Transaction	64
Computation of VAT (Value Added Tax)/Tax	66
VAT/tax system	66
VAT shift entries	67
Guest Check (GLU)	68
GLU system	68
Room GLU entry	71
Deposit entries	74
Transferring guest out or in (Transfer-out/in)	75
Bill printing	76
Intermediate GLU reading	77
Bill totalizing/bill transfer	78
Bill separating	80
Transaction migration	86
Recall transaction	87
Ordering System	88
Customer advance ordering	88
Credit customer advance ordering	91
Article order masks	94
Auxiliary Entries	95
Percent calculations (% premium or % discount)	95
Discount entries (-)	96
Refund entries	97
Return entries	97
Printing of non-add code numbers	98
Printing of free text	98
Payment Treatment	99
Tip-in entries	99
Tip paid entries	100
Currency exchange	101
Received-on-account entries	102
Paid-out entries	104
No-sale (exchange)	105
Transferring cash	105
Cashing a check	106
Service charge	107
VIP sales	108
Customer Management	109
Basic operations	111
Name and address printing on receipt/bill	112
Customer bill printing	114
Employee Function	115
Employee's working time recording	116
Employee's working time shift	120
Customer Relation Management	121
Group discount entries	121
Bonus points	122

WASTE Mode	123
TRAINING Mode	124
Supervisor Clerk	125
Overlapped Clerk Entry	126
6. Corrections	127
Correction of Entries	127
Subtotal Void	129
Correction of Incorrect Entries Not Handled by the Direct, Indirect or Subtotal Void Function	129
7. Special Printing Function	130
Receipt ON/OFF	130
Copy Receipt Printing	130
Guest Check Copy	131
Validation Printing Function	131
Barcode Printing	132
Entertainment Bill	133
Type of Receipt	134
Sorted Receipt Function	137
Electronic Journal	139
Electronic Mail	139
8. Manager mode	140
Entering the Manager Mode	140
Override Entries	140
Tip Paid Entries	141
Bill Recording/Bill Void	141
Correction after Finalizing a Transaction (Void mode)	142
9. Reading (X) and Resetting (Z) of Sales Totals	143
How to take a reading (X1, X2, or OPX) or resetting (Z1, Z2, or OPZ) report	143
Flash report	143
Report list	144
Daily Report Samples	147
Periodic Report Samples	182
Non-accessed EAN and Customer Deletion	191
Compulsory Cash/Check Declaration (CCD)	192
10. Programming	194
Programming Menu Processing	194
PGM1 mode	194
PGM2 mode	195
How to Program Alphanumeric Characters	200
Alphanumeric Characters	201
Basic Instructions	202
Programming example	202
Programming function key	204
POS Setting Data	205
Department	205
PLU/EAN	207
PLU range	207
Dynamic EAN	207
Happy hour	210
PLU menu key	211
Combo meal table	212
Link PLU/EAN table	212
PLU condiment table	213
Promotion table (global/individual type)	215
Crate table	217
EAN-to-PLU converting table	218

ITF-to-PLU converting table	218
EAN Non-PLU code format	219
Press code (for EAN)	220
Scale table	221
PLU/EAN stock	221
EAN delete	222
Direct key	223
Discount key ((-)1 through (-)9)	224
Percent key (%1 through %9)	224
Group discount key (GDSC%1 through GDSC%9)	225
Commission	225
Miscellaneous functions (deposit, RA, PO, cash tip, non-cash tip, cash in drawer, check change)	226
Service charge	227
Bonus points	228
Cash key	229
Check key	230
Credit key	231
Hotel transfer	232
Check cashing	232
Customer charge key	233
Currency exchange key	234
Foreign currency drawer	234
Currency money	235
Training text/clerk programming	236
Function text	237
Department group text	242
PLU group text	242
PLU hourly group text	243
PLU information text	243
Clerk	244
Cashier	246
Manager	247
Employee	248
Job location table	249
Working time shift	249
Contact-less key	250
Prohibition of the contact-less key	250
Terminal programming	251
License programming	252
Date/time programming	252
Function prohibition	253
Function selection 1	255
Function selection 2	256
Printing selection 1	257
Printing selection 2	258
Display selection	259
EURO	259
Zero skip	260
General report format	261
Transaction report format	262
Clerk report format	266
Department report format	269
Hourly report	269
Stacked report	270
Receipt logo	272
Free text	273
Validation printing text	273

Bill header text	274
Bill footer text	274
Payee name	275
Entertainment bill message	275
Scrolling message for pole display	276
Scrolling message for main display	276
Function menu key	277
Function key text/color	277
Journal printer	278
Receipt/report printer	279
Bill printer	280
Remote printer	281
BCR (SCANNER)	282
SCALE	283
On-line	283
Pole display	284
Tax programming	284
Customer code	285
Customer control programming	286
Branch programming (order mask)	287
Transfer mask (order mask)	287
Backup data send programming	288
Backup data receive programming	288
On-line configuration programming	289
VMP configuration programming	290
Dynamic EAN Data Loading	291
Data Clear	292
PRICE Mode Programming	293
Automatic Sequencing Key Programming	294
Auto menu programming	294
Auto key sequence programming	294
Reading of Stored Programs	295
PGM 1 mode	295
PGM 2 mode	295
Sample Reports of Stored Program Reading	297
11. Data Saving or Loading (SD Card)	323
Insertion and Removing an SD Memory Card	323
SD card formatting	323
Folder code programming	323
Folder creating	324
Data saving	324
Data loading	325
12. European Article Number (EAN) or Universal Product Code (UPC)	326
EAN or UPC code	326
Add-on code	328
EAN file	328
13. EURO Migration Function	329
14. Operator Maintenance	331
In Case of Power Failure	331
Before Calling for Service	331
15. Options	332
List of Options	332
16. Specifications	333

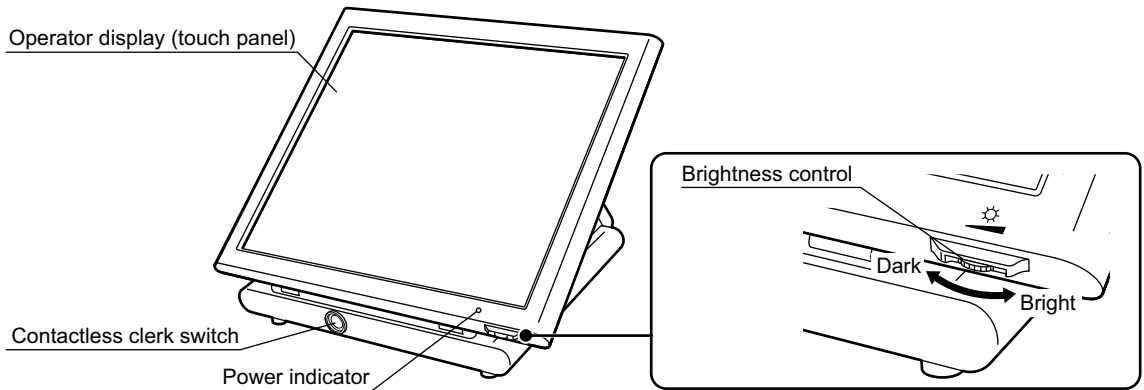
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Part Names and Functions

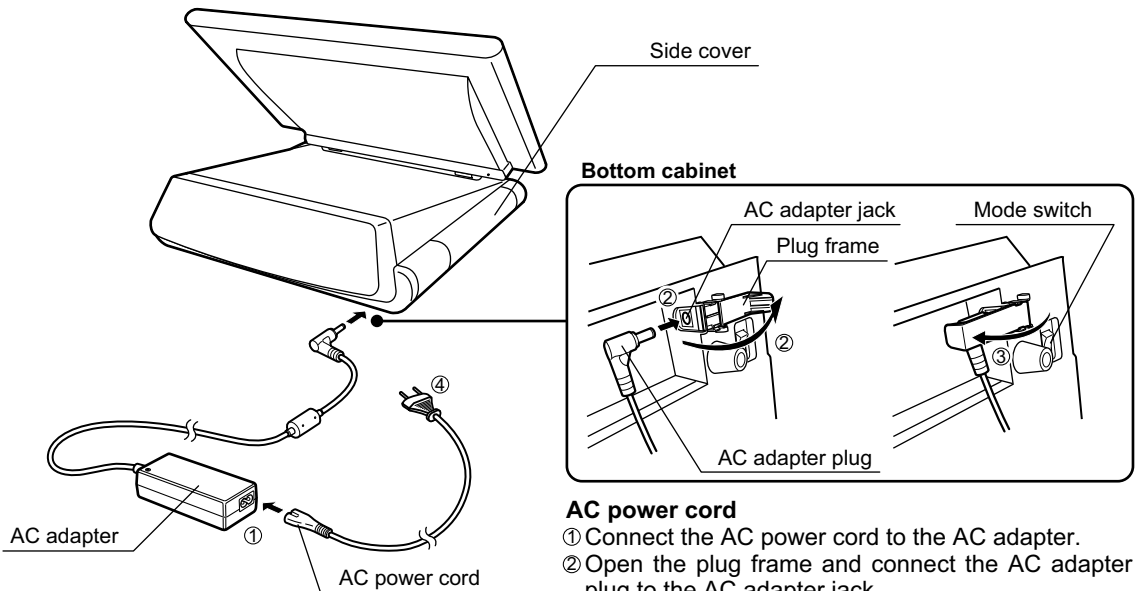
This chapter describes the part names and functions of this POS terminal.

External View

Front view



Rear view



AC power cord

- ① Connect the AC power cord to the AC adapter.
- ② Open the plug frame and connect the AC adapter plug to the AC adapter jack.
- ③ Close the plug frame and lock the AC adapter plug to prevent disconnection.
- ④ Plug the AC power cord into the wall outlet.

Mode switch

The switch has the position ON (I) and STANDBY (ϕ).

Set the mode switch to the ON (I) position after the terminal has been plugged into the wall outlet.

The STANDBY (ϕ) position locks all operations of the POS terminal. When you select this position, the screen will disappear.

Power indicator

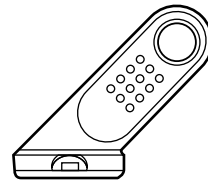
When the mode switch is set to the ON (I) position with the POS terminal plugged in, the power indicator at the lower right corner of the LCD panel will light up. When the mode switch is set to the STANDBY (ϕ) position or the POS terminal is unplugged, the power indicator will light out. The power indicator will remain on while the display's backlight is off.

Contactless clerk switch

Contactless clerk switch is used with contactless clerk keys.

Contactless clerk key

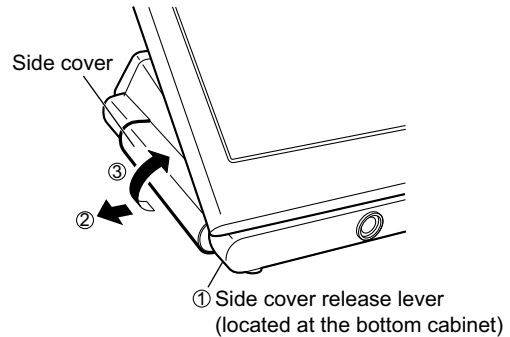
Put the key to the contactless clerk switch.



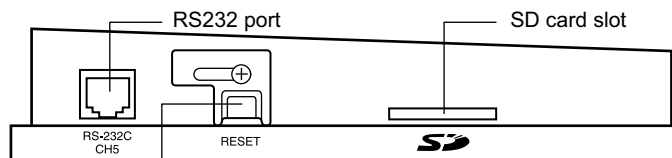
**Contactless clerk key
(optional)**

How to open the side cover

While moving the side cover release lever towards you, pull the side cover and rotate the cover upward as shown in the illustration at the right.



Terminal Connection/slot inside the side cover



RESET switch

DO NOT move the reset switch unless instructed to do.
Doing so may damage or delete the data.

NOTE The application software will determine the usage and availability of the external port.

Displays

This POS terminal is equipped with a color LCD operator display. The operator display is a touch panel. Operations can be performed by touching the screen (that shows keys or items in the window) of the operator display.

■ Operator display (touch panel)

• Initial screen

Screen example (REG mode):

Information/Status area

Receipt window Mode Clerk Screen name Level shift no.

0001 CLERK0001 HOME L01P1

Touch-panel keyboard

00001 00002 00003 00004 00005 00006 HOME

00007 00008 00009 00010 00011 00012 B.S. ITEM

00013 00014 00015 00016 00017 00018 B.S. AMOUNT

00019 00020 00021 00022 00023 00024 B.S. PERSON

00025 00026 00027 00028 00029 00030 TEXT#

00031 00032 00033 00034 00035 00036 SORT SHIFT

00037 00038 00039 00040 00041 00042 RCPT SHIFT

00043 00044 00045 00046 00047 00048 NAME&ADD

00049 00050 00051 00052 00053 00054 CASH TOTAL

PLU MENU01 PLU MENU02 PLU MENU03 PLU MENU04 PLU MENU05 PLU MENU06 PLU MENU07

00000 00001 00002 00003 00004 00005 PAY

00006 00007 00008 00009 00010 00011 00012 00013 00014 00015 00016 00017 00018 00019 00020 00021 00022 00023 00024 00025 00026 00027 00028 00029 00030 00031 00032 00033 00034 00035 00036 00037 00038 00039 00040 00041 00042 00043 00044 00045 00046 00047 00048 00049 00050 00051 00052 00053 00054

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Terminal no.

Product name/Version no.

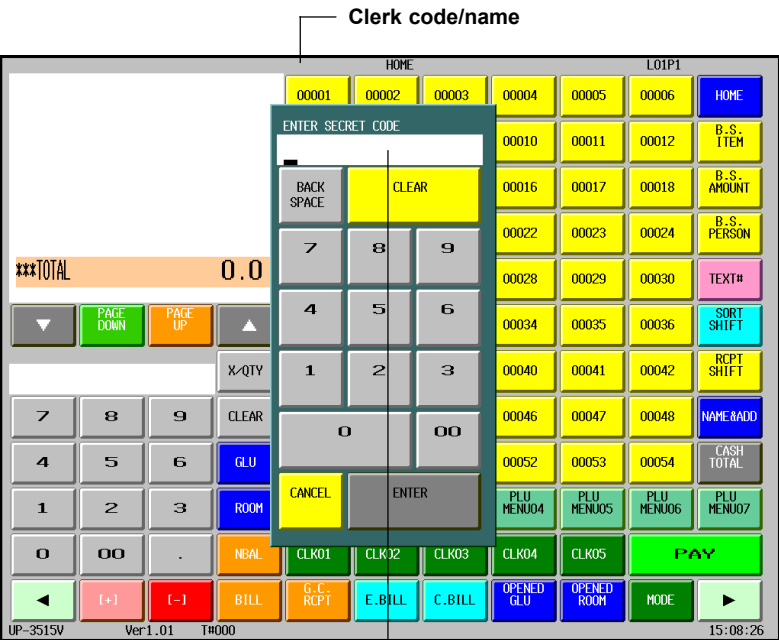
Date/Time

Function bar window

Information/Status:

- M: Received the electronic mail
- L01 – L10: Level shift no.
- P1 – P8: Price level
- V: VAT shift mode
- R: Receipt switch off
- r: Receipt shift symbol
- X: Appears when the cash in drawer exceeds the programmed sentinel amount.
The sentinel check is performed for the total cash in drawer.
- 1 - 3: When a VMP file used memory is 90% or more, its file number is indicated.
- !: Appears when the stock of the PLU which you entered is zero, negative or reaches the minimum stock.
- E: Electronic journal memory is full. (Green → Yellow → Red)
- T: T-Log memory is full. (Green → Yellow → Red)

Ten key pad window:
The Ten key pad is used to enter various numerical data (e.g. clerk code, amounts, quantities).
When numeric entries are necessary (e.g. secret code is forced), the ten key pad pops up automatically.

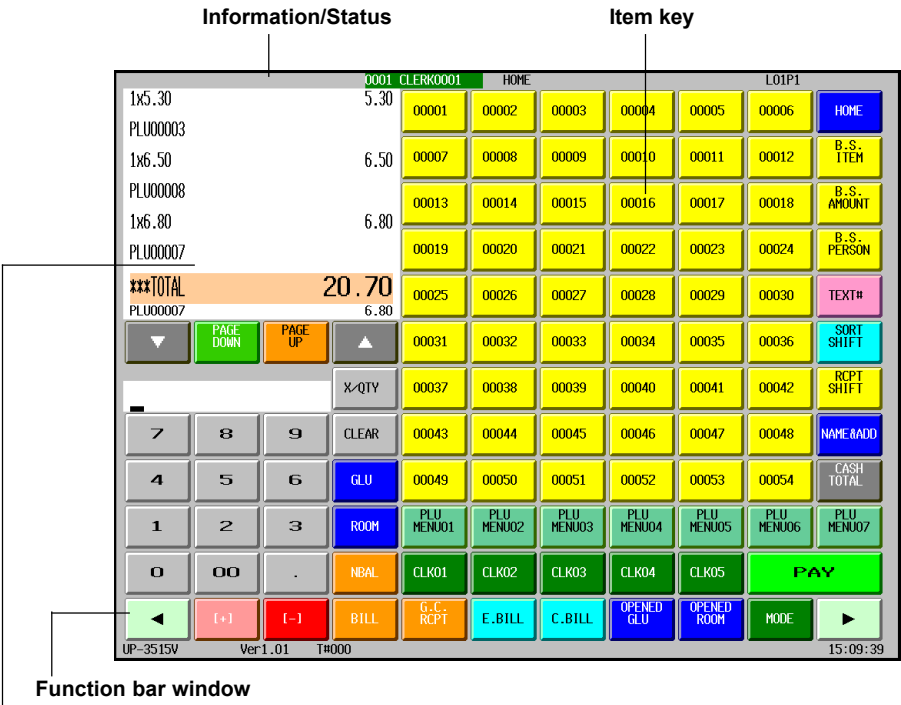


Numeric entry: The entry displays here.

• Registration screen

The registration screen consists of several sub-windows (Receipt/Menu/Category/Function/Ten key pad).
When the cashier is signed-on, a registration screen is displayed automatically.

Screen example:



Function bar window

Receipt window

- Programming screen

PGM2 0001 CLERK0001

01

PRICE	5.23
GROUP No.	01
DESCRIPT.	DPT.01
KEY TEXT	DPT.01
KEY COLOR	BLACK / BLUE
ENTRY TYPE	OPEN&PRESET
COMMISSION No.	0
OUTPUT KP No.1	0
OUTPUT KP No.2	0
RECEIPT PRINT	YES
SIF/SICS-NORMAL	NORMAL
RECEIPT TYPE	SINGLE
PRINT ON CLK	YES
ITEM VP	NON-COMPULSORY
HALO	18
SCALE	ENABLE

PAGE 01 / 03

UP-3515V Ver1.01 T#000 15:11:00

- Character entry screen

The character entry screen is used when you need to enter text data.

Screen example:

PGM2 0001 CLERK0001

01 DESCRIPT.
DPT.01
01 / 0001

PREVIOUS NEXT

TEXTCOPY ▲ PASTE

◀ ▼ ▶

INS DELETE BACK SPACE

TEXT START TEXT END CANCEL OK

!	@	#	\$	%	^	{	}	[]	=
1	2	3	4	5	6	7	8	9	0	+
Q	W	E	R	T	Y	U	I	O	P	
A	S	D	F	G	H	J	K	L	;	"
LIST	Z	X	C	V	B	N	M	<	>	?

SHIFT CAPS NORMAL / DOUBLE ENTER

UP-3515V Ver1.01 T#000 15:12:08

■ Customer display

There are two customer display options available for the UP-3515.

The pole type customer display or an integrated type rear display can be installed.

■ Screen save mode

The screen save function starts when the POS terminal is left idle for an extended period of time. You can program the time for which your POS terminal should keep the normal status before it goes into the screen saver mode. If the time has not been preset, the screen saver will be started after 100 minutes.

To exit the screen saver mode, touch anywhere on the touch panel (a secret code may be required at this time).

Clerk Keys

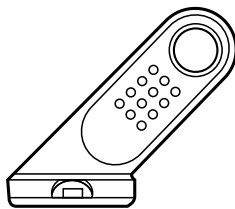
This POS terminal allows the operator to use the following four clerk identification systems:

- Contactless clerk keys (max. 126 clerks)
- Clerk code entry (max. 255 clerks)
- Clerk entry keys (max. 10 clerks)
- WMF clerk keys (max. 127 clerks)*

* The WMF clerk key is not a SHARP product.

The standard POS terminal comes with a combination of the contactless clerk key and clerk code entry systems by default. If you want to change the clerk identification system, contact your authorized SHARP dealer.

Contactless clerk keys (optional)



Put one of the contactless clerk keys to the clerk switch.

Clerk code entry (1 through 9999)

Enter the clerk code by using the following procedure:
(XXXX: Clerk code) → **[CLK#]** (Sign On)

Clerk entry keys

→ **[CLK n]** (Sign On)

These keys identify clerks. Touch any one of these keys.

WMF clerk keys

Put one of the WMF clerk keys in the WMF clerk switch.

2

Before Operating the POS Terminal

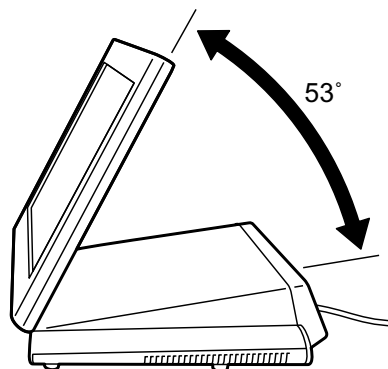
This chapter describes those steps required prior to using the POS terminal for the first time.

Display Adjustment

You can adjust the brightness of the display by using the brightness control (to adjust the brightness, rotate the dial to the right or left).

The display may be positioned for the best viewing angle.

The allowable tilt angle of the display is within 53 degrees as shown in the illustration at the right.



CAUTION:

- Do not pull the display beyond the maximum tilt angle nor apply excessive pressure to the display. When adjusting the display, hold the body of the terminal when pulling the display of the terminal to minimize terminal movement.
- The LCD module built in this POS terminal is manufactured with highly precise technology. However bright pixels or blank pixels may appear. Occasionally, an irregular colour or uneven brightness may occur depending on the display settings or the view angle. Please note that this type of phenomena is common for LCDs and may not be a malfunction of the system.
- The backlight in the display is a consumable part. When the LCD display can no longer be adjusted and becomes darker, you should replace the LCD module. Consult your authorized SHARP dealer for further details.

Connecting the Printer and Installing the Paper Rolls

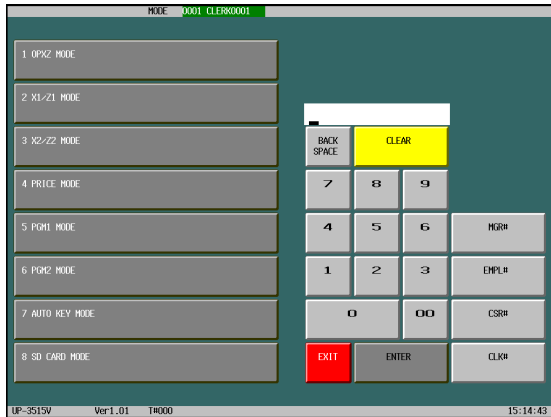
This POS terminal can be configured with multiple types of printers. For specific instructions related to the handling and care of the printer, please refer to the applicable printer's instruction manual.

3

Selecting an Operating Mode

The POS terminal will display the following listing by touching the **[MODE]** key.

Mode selection window:



Operating Mode

You can select any mode other than REG from the list in the mode selection window. Your POS terminal supports the following operating modes:

REG mode	This mode allows you to enter various sales information. The mode selection window does not list this mode. To select this mode from the mode selection window, touch the [EXIT] key.
OFF mode	This mode locks all operations of the POS terminal. When you select this mode, the window will disappear. Touching any key turns the POS terminal ON.
OP X/Z mode	This mode allows clerks to take X or Z reports on their sales information. It can also be used for employee time function.
X1/Z1 mode	This mode is used to take various daily reports (X1/Z1 reports).
X2/Z2 mode	This mode is used to take various weekly or monthly reports (X2/Z2 reports).
PRICE mode	This mode allows you to program unit price of PLUs.
PGM1 mode	This mode allows you to program those items which need to be changed often such as unit prices and discount percentages.
PGM2 mode	This mode allows you to program those items which can be programmed in the PGM1 mode and do not require frequent changes such as date, time, and terminal functions.
AUTO KEY mode	This mode allows you to program AUTO menu keys and automatic sequencing keys.
SD CARD mode	This mode provides data communications between the POS terminal and your personal computer using a SD memory card.

Mode Selection

■ Selecting a mode

Procedure

Touch the **[MODE]** key. The following mode screen is displayed.

MODE 0001 CLERK0001

1 OPXZ MODE

2 X1/Z1 MODE

3 X2/Z2 MODE

4 PRICE MODE

5 PGM1 MODE

6 PGM2 MODE

7 AUTO KEY MODE

8 SD CARD MODE

BACK SPACE CLEAR

7 8 9

4 5 6 MGR#

1 2 3 EMPL#

0 00 CSR#

EXIT ENTER CLK#

UP-3515V Ver1.01 T#000 15:14:43

Select the mode and touch it in the window to operate the desired function.

NOTE When you want to enter the REG mode, simply touch the **[EXIT]** key.

4

Prior to Making Entries

Preparations for Entries

Ensure that all printers in your system have adequate paper rolls prior to beginning entries. For more information, please refer to the applicable printer's manual.

Error Warning

In the following examples, your POS terminal will go into an error state accompanied with a warning beep and the error message on the display. Clear the error state by touching the **[CLEAR]** key and then take the proper action to remedy the problem.

- When you make an error in key operation:
Clear the error and try the entry again.
- When you make an entry beyond a programmed amount entry limit:
Check to see if the entered amount is correct. If it is correct, contact your manager.
- When an including-tax subtotal exceeds eight digits:
Clear the error message by touching the **[CLEAR]** key and then touch a media key to finalize the transaction.

Entering a Secret Code

When a secret code has been set for the assigned clerk, you must enter the secret code and touch the [ENTER] key.

ENTER SECRET CODE

BACK SPACE CLEAR

7 8 9

4 5 6

1 2 3

0 00

CANCEL ENTER

Function Key Description

■ Screen transitions

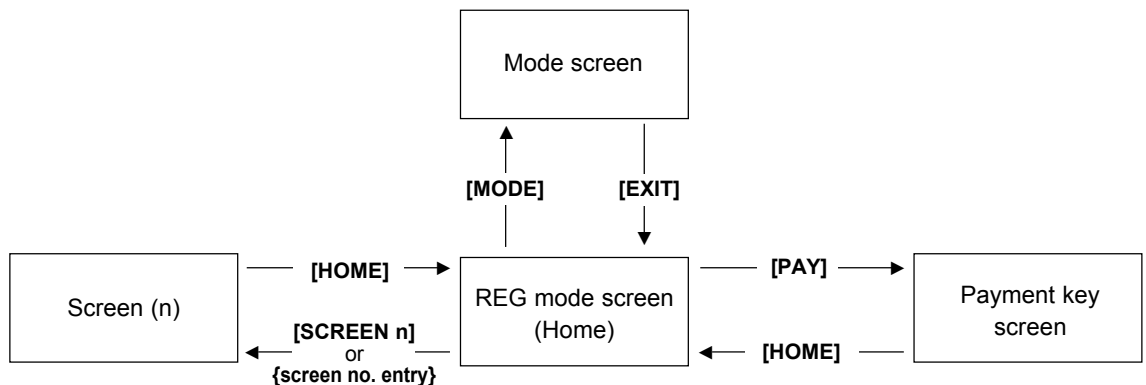
This POS terminal provides the several types of basic screens for various functions or modes.

For example:

- REG mode screen (HOME screen)
- Mode screen
- Payment key screen
- etc.

NOTE If you want to change the layout, consult your authorized SHARP dealer.

Screen transitions (example)



■ Function key list (using default key labels)

Classification	Description	Function
TEN KEY		
	0 through 9	Used to enter a numeric data (0 through 9).
	00	Used to enter a numeric data (00).
	000	Used to enter a numeric data (000).
	•	Decimal point key
	X/QTY	Multiplication key
SYSTEM		
	HOME	Used to return to HOME keyboard screen.
	CANCEL (or EXIT)	Used to cancel your current operation.
	CLEAR	Used to clear the entered data and the error messages.
	MODE	Used to go to MODE selection window.
	▲ (Up)	Used to control the cursor (up arrow).
	▼ (Down)	Used to control the cursor (down arrow).
	◀ (Left)	Used to change the keyboard.
	▶ (Right)	Used to change the keyboard.
	ENTER	Used to accept entered data.
	PAGE_UP	Used to scroll page up.
	PAGE_DOWN	Used to scroll page down.
	BACK_SPACE	Used to backs up the cursor for deleting the character or figure at the left of the cursor.
	DELETE	Used to delete a character or figure in the cursor position.
SCREEN		
	SCREEN	
	SCREEN3 through SCREEN 30	Go to SCREEN(n). (n: 3 - 30)
	SCREEN#	Used to enter the screen number.
	BACK	Back to the previous screen.
	FUNCTION MENU	
	FUNC_MENU01 through FUNC_MENU30	Used to display the function menu (nn). (nn: 01 through 30)
	AUTO MENU	
	AUTO_MENU1 through AUTO_MENU6	Used to display the auto-key menu (nn). (nn: 1 through 6)
	PAY	Used to display the payment screen.
ITEM		
	LEVEL	
	LEVEL1 through LEVEL10	Used to shift the direct PLU key level (level 1 through 10).
	LEVEL#	Used to enter the direct PLU key level number.
	PRICE	
	PRICE_SHIFT1 through PRICE_SHIFT8	Used to shift the price level (level 1 through 8).
	PRICE_SHIFT#	Used to enter the price level shift number.

(Continued)

Classification	Description	Function
	PLU MENU	
	PLU_MENU01 through PLU_MENU50	Used to display the PLU menu (nn). (nn: 01 through 50)
	PLU_EAN	Specified item(PLU/EAN) number
	DEPT#	Used to enter the department number.
	SCALE	Scale entry
	OPEN_TARE	Scale entry, tare weight entry
	WITH	Add tied PLU for combo/set PLU.
	WITHOUT	Delete tied PLU from combo/set PLU.
	C NEXT	Used to skip the next table of condiments.
	INQ	PLU price inquiry
	PRICE_CHANGE	Change the price of PLU
	AMOUNT	Used to enter the amount.
	HALF_PINT	Used to perform the half pint entry.
	CRATE	
	CRATEnn	Used to perform the crate(nn) entry. (nn: 01 through 99)
	CRATE#	Used to enter the crate number (nn). (nn: 01 through 99)
	ITF	Used to enter the ITFcode.
FUNCTION		
	[+]	Item correction (add)
	[-]	Item correction (delete)
	REFUND	Refund item
	RETURN	Return item
	WASTE	Waste mode
	%	
	% n	Discount or markdown by fixed rate (n: 1 - 9)
	(-)	
	(-) n	Discount or markdown by amount (n: 1 - 9)
	GROUP DISCOUNT%	
	GROUP_DISC% nn	Group discount (nn: 01 - 10)
	GROUP DISCOUNT SHIFT	
	GR. DISC_SHIFT n	Group discount shift (n: 1 - 10)
	FREE TEXT	
	TEXT nn	Free text (fixed number) (nn: 01 - 99)
	TEXT #	Free text (specified number)
	RA	Received on account
	RA2	Received on account 2
	PO	Paid out
	PO2	Paid out 2
	NO SALE	No sale
	#	Non-add code
	G.C.COPY	Guest check copy

(Continued)

Classification	Description	Function
PAYMENT		
	CASH_TOTAL	Cash
	CASH	
	CASH n	Cash (n: 2 -5)
	CHECK	
	CHECK	Check
	CHECK n	Check (n: 2 - 5)
	CREDIT	
	CREDIT n	Credit (n: 1 - 9)
	EXCHANGE	
	EXCH n	Used to creates a subtotal in foreign currency (n: 1 - 9).
	CASH_TIP	Used to enter the cash tip.
	NONCASH_TIP	Used to enter the non-cash tip.
	TIP_PAID	Used to execute the tip paid function.
	VAT	Used to enter the manual VAT.
	VATSFT_ITEM	Used to enter the VAT shift for item.
	VATSFT_TRANS.	Used to enter the VAT shift for transaction.
	SUBTOTAL	Used to display subtotals.
	DIFFER_ST	Used to calculate the difference subtotal.
	REMOVE_SERV.CHG	Service charge exemption key
PERSONNEL		
	CLK#	Clerk number entering
	CLERK	
	CLKnn	Clerk (nn: 01 - 10)
	CSR#	Casier number entering
	CASHIER	
	CSR n	Cashier (n: 1 - 10)
	MGR#	Manager number entering
	EMPL#	Employee number entering
	TIME_IN	Used to enter time-in operation.
	TIME_OUT	Used to enter time-out operation.
	BREAK	Used to enter break-in/out operation.
	WORK_CHANGE	Used to specify working time shift change.
GLU		
	OPENED_GLU	Go to opened GLU list screen.
	OPENED_ROOM	Go to opened ROOM GLU list screen.
	GLU	Used to lookup the guest check.
	ROOM	Used to enter the ROOM GLU.
	NBAL	Used to finalize the guest check temporarily.
	FINAL	Used to finalize the guest check temporarily (with the tax calculation).
	DEPOSIT	Used to enter the deposit.
	DEPOSIT_REFUND	Used to refund the deposit.

(Continued)

Classification	Description	Function
	GUEST#	Used to enter the guest number.
	RECALL_TRANS.	Used to re-call the corresponding transaction.
	INTER_MED.	Intermediate GLU key
	B.T.	Bill totalizing
	B.S._ITEM	Bill separation by items
	B.S._AMOUNT	Bill separation by amount
	B.S._PERSON	Bill separate by person
	B.S._RETURN	Used to return B.S. mode.
	TRANS_OUT	Used to enter the transfer-out function.
	TRANS_IN	Used to enter the transfer-in function.
PRINTING		
	RCPT	Used to print the receipt after transaction.
	RCPT_ON/OFF	Used to switch the receipt printing state (ON/OFF).
	CUST_BILL	Customer bill printing
	C. BILL	Used to enter the cumulated bill
	E. BILL	Entertainment bill printing
	G.C._RCPT	Bill on receipt
	RCPT_SHIFT	Receipt shift, change print type
	SORT_SHIFT	Temporary change sort group
	VP	Validation printing
	BILL	Used to print the bill.
	CHECK_PRINT	Check printing
CUSTOMER		
	CUSTOMER	Used for customer management.
	CUST_CHARGE	Customer charge key
	NAME& ADD	Used to enter name/address data.
	ADVANCE_ORDER	Advance order key (customer ordering)
	CREDIT_ORDER	Credit order key (customer ordering)
	CORRECT_ORDER	Correct order key (customer ordering)
OTHER		
	AUTO	
	AUTO	Auto key
	AUTO n	Auto key (n: 2 - 99)
	VIP	
	VIP_SALE n	VIP sales (n: 1 - 3)
	POINT_REDEMP	Point redemption key
	MASK	Mask key
	BANK_CONSOLE	Bank console key
	E-MAIL	E-mail key

How to Use the Touch Panel

Operations can be performed by touching corresponding key(s) and/or selecting option(s) or Item(s) in the window.

NOTE Do not use extreme force when touching the display.

Do not use any sharp or pointed objects, and avoid using your fingernails to touch the display.

■ Cursor control by touching option(s) or item(s) in the window

You can select option(s) or item(s) by touching corresponding line(s) in the window as follows.

● Example (registration screen)

To select item(s) or option(s):
Touch the desired line(s). (If you touch the selected item again, it will be deselected.)

To enter the item or function key:
Touch the desired item or function key.

To scroll up:
Touch the [▲] key.
(The selected item will remain unchanged.)

To change the screen:
Touch the [▶] key.

To change the screen:
Touch the [◀] key.

To scroll down:
Touch the [▼] key.
(The selected item will remain unchanged.)

Clerk Assignment (Sign-on/Sign-off)

■ Clerk assignment

Prior to any item entries, a clerk must enter his/her clerk codes into the POS terminal. On your POS terminal, You can use any of the following procedures to assign your clerk code.

● Contact-less clerk key

This type allows clerks to be assigned by setting corresponding contact-less clerk keys.

* The contact-less clerk key is optional.

● Clerk code entry system

If you select this type, clerks can be assigned by entering his or her clerk code with the **[CLK#]** key in advance.

● Clerk entry key system

If you select this type, clerks can be assigned by touching corresponding clerk keys (**[CLK n]**) on the keyboard.

● Clerk card entry system

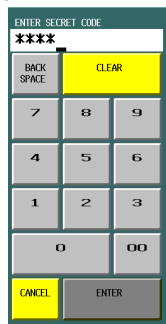
This type allows clerks to be assigned by scanning the clerk card.

* The card reader is optional.

<Sign on operation>

Procedure

- 1) Clerk code (max. 4 digits) → **[CLK#]** (Sign On) / or touching the **[CLK n]** key / or setting the contact-less clerk key
- 2) Entering the password (if required)



- 3) Entering the drawer number (if required)

<Sign-off operation>

After each transaction, the clerk will be signed-off automatically if the terminal has been programmed for the clerk code entry as “automatic clerk sign-off mode”.

If the terminal is not programmed to require a clerk code to be entered for each transaction operation (“clerk stay-down mode”), transaction operations are continued with the same clerk code, the clerk code does not need to be re-entered. In this case, touch the **[CLK#]** to sign-off.

Procedure

→ **[CLK#]**

NOTE

- *Contact-less clerk key type has the priority over the clerk code entry type, that is, while a clerk is signed on by the clerk code entry type, the other clerk can sign on by the contact-less clerk key type (the former clerk is signed off).*
- *While a clerk is signed on by the contact-less clerk key type, the other clerk can not sign on by the clerk code entry type.*
- *In the clerk code entry type, if another clerk is signed on while a clerk is signed on, the latter will automatically be signed off.*
- *If you want to enter a clerk code before every transaction, consult your authorized SHARP dealer.*
- *Your POS terminal can provide the clerk + cashier system instead of current system (clerk only system). If you want to change the system, please consult your authorized SHARP dealer.*

Cashier assignment (Clerk + cashier system)

<Sign on operation>

Procedure

- 1) Cashier code (max. 4 digits) → **[CSR#]** (Sign On) / or touching the **[CSR n]** key
- 2) Entering the password (if required)
- 3) Entering the drawer number (if required)

<Sign-off operation>

After each transaction, the cashier will be signed-off automatically if the terminal has been programmed for the cashier code entry as “automatic cashier sign-off mode”.

If the terminal is not programmed to require a cashier code to be entered for each transaction operation (“cashier stay-down mode”), transaction operations are continued with the same cashier code, the cashier code does not need to be re-entered. In this case, touch the **[CSR#]** to sign-off.

Procedure

→ **[CSR#]**

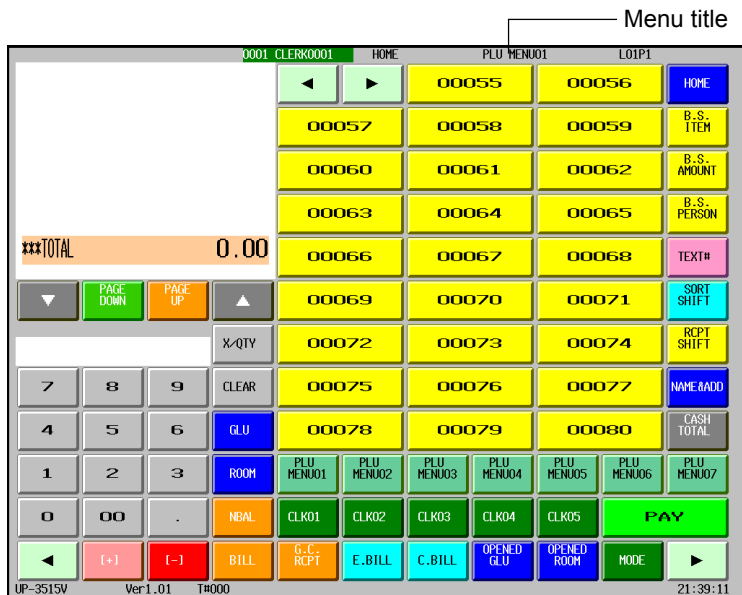
Item Selection from the Menu

Your POS terminal allows you to select PLU items/functions/auto-keys from a menu. For example, if you want to enter the function from a menu, touch the corresponding menu key to display the menu and touch the function key.

<Example>

- PLU menu: PLU menu01

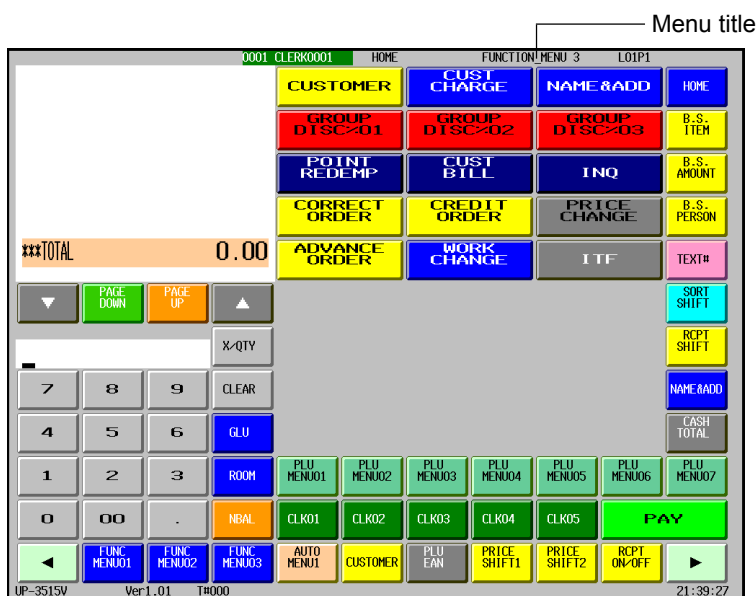
Touch the **[PLU_MENU01]** key, the following window is displayed.



Select the required item from the menu window.

- Function menu: Function menu03

Touch the **[FUNC_MENU03]** key, the following window is displayed.



Select the required function key from the menu window.

Starting Cash Memory Entry

If you enter the amount of currency for the starting amount in the drawer before entry operations, you can separate that amount from the sales amount when reports are generated. Your POS terminal can be programmed to enforce the entry of starting cash into memory.

Procedure

1) Touch the **[OPXZ]** mode to display the SCM job menu screen.

The screenshot shows the 'OPXZ MODE' screen with a title bar 'OPXZ 0001 CLERK0001'. The screen is divided into two main sections. On the left, there is a vertical list of menu options: 1 READING, 2 RESETTNG, 3 EMPLOYEE, 4 SCM(+), 5 SCM(-), 6 COD SHIFT ENTRY, 7 OPEN STORE, and 8 CLOSE STORE. On the right, there is a numeric keypad with buttons for digits 0-9, a 'BACK SPACE' button, a 'CLEAR' button (highlighted in yellow), and an 'EXIT' button (highlighted in red). There are also buttons for 'MGR#', 'EMPL#', 'CSR#', and 'CLK#'. At the bottom, there is a status bar with 'UP-3515W', 'Ver1.01', 'T#000', and '16:06:08'.

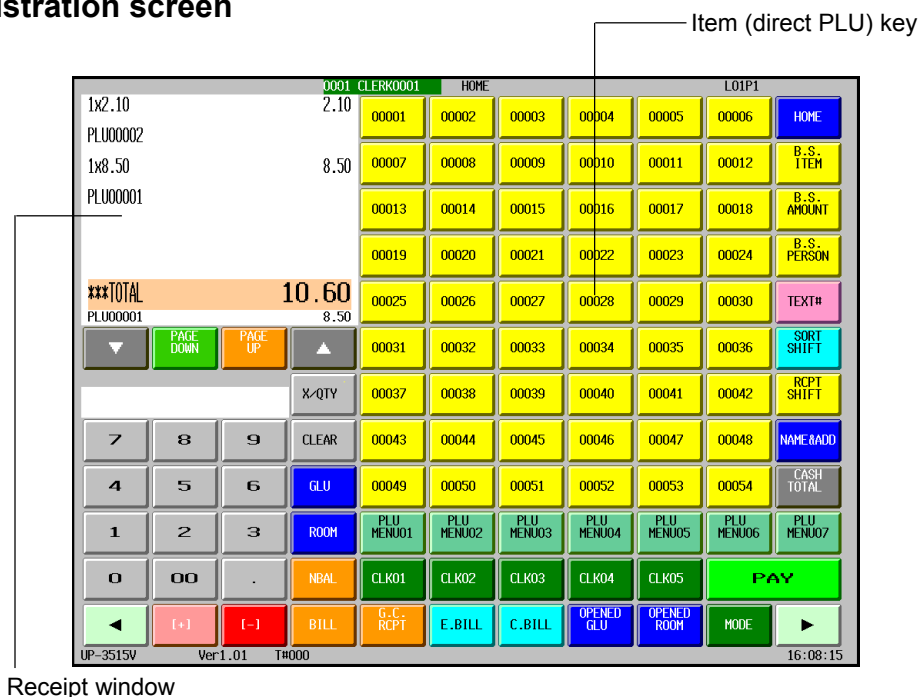
2) Touch the **[SCM+]** or **[SCM-]** key to open the drawer and to display the SCM entry window.

The screenshot shows the 'SCM(+)' screen. On the left, there is a list of currency denominations with corresponding input fields: 1 CENT, 2 CENT, 5 CENT, 10 CENT, 20 CENT, 50 CENT, 1 EURO, 2 EURO, 5 EURO, 10 EURO, 20 EURO, 50 EURO, 100 EURO, 200 EURO, and 500 EURO. The input fields are currently empty. On the right, there is a numeric keypad with buttons for digits 0-9, a 'BACK SPACE' button, a 'CLEAR' button (highlighted in yellow), a 'CONTINUE' button (highlighted in green), a 'CANCEL' button (highlighted in yellow), and an 'ENTER' button. At the bottom, there is a status bar with 'PAGE 01 / 01'.

- Select the money type by touching item or using the **[ENTER]** key.
- Enter quantities of money and touch the **[ENTER]** key.
- To terminate the entry, touch the **[ENTER]** key at the last line.
- To void an incorrect entry, select the money type and enter correct quantities and touch the **[ENTER]** key.
- To print the SCM data, touch the **[CONTINUE]** key.
- To cancel the SCM function, touch the **[CANCEL]** key.

Item Entries

Registration screen



The registration screen can be changed to another registration screen by using the **[SCREEN n]** key or screen# entries (→ Screen no. → **[SCREEN#]**).

Single item entries

Department entries

Enter a unit price and touch a department key.

If you use a programmed unit price, touch a department key only.

Procedure

For “using a programmed unit price”: → **[Department key]**

→ Department code (1 - 99) → **[DEPT#]**

For “entering a unit price”:

→ Unit price (max. 8 digits) → **[Department key]**
(unit price: within the programmed HALO)

→ Unit price → **[AMOUNT]** → Department code (1 - 99) → **[DEPT#]**

Example

Key Operation	Display
1200 [Department 6]	DPT.07 0001
[Department 7]	1x3.20 3.20
2 [DEPT#]	DPT.02
600 [AMOUNT] 5 [DEPT#]	1x6.00 6.00
[CASH_TOTAL]	DPT.05
	CASH 26.20
	***TOTAL 26.20

• Direct PLU entries

Procedure

- For “preset only type”: → [Direct PLU key]
- For “open only type”: → Unit price → [Direct PLU key]
- For “open and preset type” (open price entry): → Unit price → [AMOUNT] → [Direct PLU key]
- For “open and preset type” (preset price entry): → [Direct PLU key]

- Open unit price: Within the programmed unit price

• PLU code entries

Procedure

- For “preset only type”: → PLU code → [PLU_EAN]
- For “open only type”: → Unit price → [AMOUNT] → PLU code → [PLU_EAN]
- For “open and preset type” (open price entry): → Unit price → [AMOUNT] → PLU code → [PLU_EAN]
- For “open and preset type” (preset price entry): → PLU code → [PLU_EAN]


- PLU code: max. 5 digits
- Open unit price: Within the programmed unit price

Example

Key Operation	Display
[PLU 00001]	PLU00001 0001
570 [PLU 00002]	1x1.00 1.00
860 [AMOUNT] [PLU 00001]	PLU00001
1 [PLU_EAN]	1x6.00 6.00
600 [AMOUNT] 3 [PLU_EAN]	PLU00003
[CASH_TOTAL]	CASH 22.30
	***TOTAL 22.30

- **EAN entries**

Procedure

By scanning EAN code: →  (Scan EAN code)

By EAN code entry: → EAN code → **[PLU_EAN]**

- EAN code: max. 13 digits + 5 digits (add-on code)

NOTE

- *When you enter or scan an undefined code, (if the terminal is programmed for the learning function as "yes",) you are required to enter its unit price and the associated department.*

*(Undefined EAN entry) → Unit price → **[ENTER]** → Dept. code → **[ENTER]** → (Delete/ no delete selection) → **[ENTER]***

Example

Key Operation	Display
4901780438532 [PLU_EAN]	1x8.70 8.70
[CASH_TOTAL]	DPT.01
	CASH 8.70
	***TOTAL 8.70

■ Repeat entries

You can use this function for repetitive entries (department, PLU/EAN) of the same items. Multiple items can also be repeated by using the [+] key.

Procedure

Touch the [+] (or same key: department, PLU/EAN) key after an item entry, or touch the desired item(s) on the receipt window, then touch the [+] key.

Example

Key Operation	Display
1200 [Department 6]	
[+]	PLU00001 0001
600 [AMOUNT] 5 [DEPT#]	1x8.70 8.70
[DEPT#]	DPT.01
[DEPT#]	1x8.70 8.70
[PLU 00001]	DPT.01
[+]	CASH 89.20
860 [AMOUNT] [PLU 00001]	***TOTAL 89.20
[+]	
[+]	
1 [PLU_EAN]	
[+]	
4901780438532 [PLU_EAN]	
[+]	
[CASH_TOTAL]	

■ Multiplication entries

Use this feature when you need to enter two or more of the same items.

This feature helps you when you sell multiples of items or need to enter quantities that contain decimals.

When the kitchen printer is used under “Issuing S/D receipts by the number of times of multiplication: Yes” programming, the number of multiplier may be limited by “Maximum number of ticket issuing” programming.

● Department entries

Procedure

For “using a programmed unit price”: → Q'ty → **[X/PTY]** → **[Department key]**

→ Q'ty → **[X/PTY]** → Department code (1 - 99) → **[DEPT#]**

For “entering a unit price”:

→ Q'ty → **[X/PTY]** → Unit price (max. 8 digits) → **[Department key]**

→ Q'ty → **[X/PTY]** → Unit price → **[AMOUNT]** → Dept. code → **[DEPT#]**

- Q'ty: Up to 4 digits integer + 3 digits decimal
- Unit price: Less than a programmed upper limit
- Q'ty x unit price: Up to 8 digits

● Direct PLU entries

Procedure

< FF method (for speedy entries) >

For “preset only type”: → Q'ty → **[Direct PLU key]**

For “open and preset type” (preset price entry): → Q'ty → **[Direct PLU key]**

< Normal method >

For “preset only type”: → Q'ty → **[X/PTY]** → **[Direct PLU key]**

For “open only type”: → Q'ty → **[X/PTY]** → Unit price → **[Direct PLU key]**

For “open and preset type” (open price entry): → Q'ty → **[X/PTY]** → Unit price → **[Direct PLU key]**

For “open and preset type” (preset price entry): → Q'ty → **[X/PTY]** → **[Direct PLU key]**

- Q'ty: Up to 4 digits integer + 3 digits decimal
- Open unit price: Within the programmed upper limit
- Q'ty x unit price: Up to 8 digits

● PLU code entries

Procedure

For “preset only type”: → Q'ty → **[X/PTY]** → PLU code → **[PLU_EAN]**

For “open only type”: → Q'ty → **[X/PTY]** → Unit price → **[AMOUNT]** → PLU code → **[PLU_EAN]**

For “open and preset type” (open price entry):

→ Q'ty → **[X/PTY]** → Unit price → **[AMOUNT]** → PLU code → **[PLU_EAN]**

For “open and preset type” (preset price entry):

→ Q'ty → **[X/PTY]** → PLU code → **[PLU_EAN]**

- PLU code: max. 5 digits
- Q'ty: Up to 4 digits integer + 3 digits decimal
- Open unit price: Within the programmed upper limit
- Q'ty x unit price: Up to 8 digits

• EAN entries

Procedure

By scanning EAN code: → Q'ty → [X/QTY] → ⊗ (Scan EAN code)
By EAN code entry: → Q'ty → [X/QTY] → EAN code → [PLU_EAN]

- EAN code: max. 13 digits + 5 digits (add-on code)
- Q'ty: Up to 4 digits integer + 3 digits decimal
- Q'ty x unit price: Up to 8 digits

NOTE

- When you enter or scan an undefined code, (if the terminal is programmed for the learning function as “yes”,) you are required to enter its unit price and the associated department.
(Undefined EAN entry) → Unit price → [ENTER] → Dept. code → [ENTER] → (Delete/no delete selection) → [ENTER]

Example

Key Operation	Display
2 . 5 [X/QTY] 650 [Department 6]	PLU00001 0001
5 [X/QTY] 600 [AMOUNT] 5 [DEPT#]	2x1.00 2.00
2 [PLU 00001]	PLU00001
2 [X/QTY] 860 [AMOUNT] [PLU 00001]	3x8.70 26.10
2 [X/QTY] 1 [PLU_EAN]	DPT.01
3 [X/QTY] 4901780438532 [PLU_EAN]	CASH 93.55
[CASH_TOTAL]	***TOTAL 93.55

■ Split-pricing entries

You will use this function when your customer wants to purchase more or less than the base quantity of a loose item.

• Department entries

Procedure

For “using a programmed unit price”:

- Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → [Department key]
- Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Dept. code → [DEPT#]

For “entering a unit price”:

- Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [Department key]
- Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [AMOUNT] → Dept. code → [DEPT#]

- Selling q'ty: Up to 4 digits integer + 3 digits decimal
- Base q'ty: Up to 2 digits integer

• Direct PLU entries

Procedure

< FF method (for speedy entries) >

- For “preset only type”: → Selling q'ty → [X/QTY] → Base q'ty → [Direct PLU key]
- For “open and preset type” (preset price entry): → Selling q'ty → [X/QTY] → Base q'ty → [Direct PLU key]

< Normal method >

- For “preset only type”: → Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → [Direct PLU key]
- For “open only type”: → Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [Direct PLU key]
- For “open and preset type” (open price entry):
 - Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [Direct PLU key]
- For “open and preset type” (preset price entry):
 - Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → [Direct PLU key]

- Selling q'ty: Up to 4 digits integer + 3 digits decimal
- Base q'ty: Up to 2 digits integer

NOTE

- When you use a programmed base q'ty, skip the base q'ty entry (Base q'ty → [X/QTY]).

• PLU code entries

Procedure

- For “preset only type”: → Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → PLU code → [PLU_EAN]
- For “open only type”:
 - Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [AMOUNT] → PLU code → [PLU_EAN]
- For “open and preset type” (open price entry):
 - Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → Unit price → [AMOUNT] → PLU code → [PLU_EAN]
- For “open and preset type” (preset price entry):
 - Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → PLU code → [PLU_EAN]

- Selling q'ty: Up to 4 digits integer + 3 digits decimal
- Base q'ty: Up to 2 digits integer

NOTE

- When you use a programmed base q'ty, skip the base q'ty entry (Base q'ty → [X/QTY]).

• EAN entries

Procedure

By scanning EAN code: → Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → ⊗ (Scan EAN code)
By EAN code entry: → Selling q'ty → [X/QTY] → Base q'ty → [X/QTY] → EAN code → [PLU_EAN]

- Selling q'ty: Up to 4 digits integer + 3 digits decimal
- Base q'ty: Up to 2 digits integer

NOTE

- When you use a programmed base q'ty, skip the base q'ty entry (Base q'ty → [X/QTY]).
- When you enter or scan an undefined code, (if the terminal is programmed for the learning function as "yes",) you are required to enter its unit price and the associated department.
(Undefined EAN entry) → Unit price → [ENTER] → Dept. code → [ENTER] → (Delete/no delete selection) → [ENTER]

Example

Key Operation	Display
2 [X/QTY] 10 [X/QTY] 650 [Department 6]	PLU00001 0001
8 [X/QTY] 5 [X/QTY] 600 [AMOUNT] 5 [DEPT#]	2x8/1.00 0.25
6 [X/QTY] 2 [PLU 00001]	PLU00001
2 [X/QTY] 5 [X/QTY] 860 [AMOUNT] [PLU 00001]	3x4/8.70 6.53
2 [X/QTY] 8 [X/QTY] 1 [PLU_EAN]	DPT.01
3 [X/QTY] 4 [X/QTY] 4901780438532 [PLU_EAN]	CASH 24.12
[CASH_TOTAL]	***TOTAL 24.12

■ Successive multiplication entries

This function is practical for example when you enter a sale of items sold by area (square meter).

• Department entries

Procedure

For “using a programmed unit price”:

→ Length → **[X/QTY]** → Width → **[X/QTY]** → **[Department key]**
→ Length → **[X/QTY]** → Width → **[X/QTY]** → Dept. code → **[DEPT#]**

For “entering a unit price”:

→ Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[Department key]**
→ Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[AMOUNT]** → Dept. code → **[DEPT#]**

- Length or width: Up to 4 digits integer + 3 digits decimal
- Unit price (per m²): Less than a programmed upper limit
- Length x Width x Unit price: up to 8 digits

• Direct PLU entries

Procedure

For “preset only type”: → Length → **[X/QTY]** → Width → **[X/QTY]** → **[Direct PLU key]**

For “open only type”: → Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[Direct PLU key]**

For “open and preset type” (open price entry):

→ Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[Direct PLU key]**

For “open and preset type” (preset price entry):

→ Length → **[X/QTY]** → Width → **[X/QTY]** → **[Direct PLU key]**

- Length or width: Up to 4 digits integer + 3 digits decimal
- Unit price (per m²): Less than a programmed upper limit
- Length x Width x Unit price: up to 8 digits

• PLU code entries

Procedure

For “preset only type”: → Length → **[X/QTY]** → Width → **[X/QTY]** → PLU code → **[PLU_EAN]**

For “open only type”:

→ Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[AMOUNT]** → PLU code → **[PLU_EAN]**

For “open and preset type” (open price entry):

→ Length → **[X/QTY]** → Width → **[X/QTY]** → Unit price → **[AMOUNT]** → PLU code → **[PLU_EAN]**

For “open and preset type” (preset price entry):

→ Length → **[X/QTY]** → Width → **[X/QTY]** → PLU code → **[PLU_EAN]**

- Length or width: Up to 4 digits integer + 3 digits decimal
- Unit price (per m²): Less than a programmed upper limit
- Length x Width x Unit price: up to 8 digits

• EAN entries

Procedure

By scanning EAN code: → Length → [X/QTY] → Width → [X/QTY] → ⊗ (Scan EAN code)
By EAN code entry: → Length → [X/QTY] → Width → [X/QTY] → EAN code → [PLU_EAN]

- Length or width: Up to 4 digits integer + 3 digits decimal
- Length x Width x Unit price: up to 8 digits

NOTE

- When you enter or scan an undefined code, (if the terminal is programmed for the learning function as “yes”,) you are required to enter its unit price and the associated department.
(Undefined EAN entry) → Unit price → [ENTER] → Dept. code → [ENTER] → (Delete/no delete selection) → [ENTER]

Example

Key Operation	Display
3 [X/QTY] 4 [X/QTY] 500 [Department 6]	PLU00001 0001
2 . 5 [X/QTY] 5 [X/QTY] 600 [AMOUNT] 5 [DEPT#]	2.500x4.500x1.00 11.25
2 [X/QTY] 5 [X/QTY] 860 [PLU 00001]	PLU00001
2 . 5 [X/QTY] 4 . 5 [X/QTY] 1 [PLU_EAN]	4x1.500x8.70 52.20
4 [X/QTY] 1 . 5 [X/QTY] 4901780438532 [PLU_EAN]	DPT.01
[CASH_TOTAL]	CASH 284.45
	***TOTAL 284.45

■ Scale entries

This function is used to sell items by weight. There are two types of weight entry systems available; auto scale entries and manual scale entries. Auto scale entry is used when the weight is read automatically from the connected scale (option).

In the case of manual scale entry, the weight is entered by using the ten key pad function.

• Auto scale entries

Procedure

Open tare weight entry: → **[OPEN_TARE]** → Tare weight → **[SCALE]** → (Single item entry)

Tare table number entry: → Tare table number → **[SCALE]** → (Single item entry)

- Open tare weight: Up to 5 digits (integer + decimal)
- Scale table number: 1 to 9
- Net weight: Up to 5 digits (integer + decimal)

NOTE

- When you use a programmed tare table number, skip the tare table no. entry (→ Tare table number).
- When the item is programmed for "compulsory scale entry", it is not necessary to touch the **[SCALE]** key.
- To issue a receipt which shows only a tare weight (Issuing the Tare receipt):
→ **[OPEN_TARE]** → Tare weight → **[SCALE]** → **[CASH_TOTAL]**
- The currency descriptor is displayed/printed when it is programmed for the CHECK.

Example

Key Operation	Display
2 [SCALE] 650 [Department 6]	0001
3 [SCALE] 1 [PLU_EAN]	6.50 /kg 13.00
[CASH_TOTAL]	DPT.06
	3.000kg x
	1.00 /kg 3.00
	PLU00001
	CASH 16.00
	***TOTAL 16.00

• Manual scale item entry

Procedure

→ Net weight → **[SCALE]** → (Single item entry)

- Gross weight: Up to 5 digits (integer + decimal)

NOTE

- The net weight is automatically calculated using the programmed tare weight.
- The currency descriptor is displayed/printed when it is programmed for the CHECK.

Example**Key Operation**

3 [SCALE] 1 [PLU_EAN]
[CASH_TOTAL]

Display

	0001
3.000kg x	
1.00 /kg	3.00
PLU00001	
CASH	3.00
***TOTAL	3.00

■ Single item cash sale (SICS)/single item finalize (SIF) entries

The operation is the same as that for normal department/PLU/EAN entries. The SICS and SIF functions can be available only when the KP receipt type is “addition receipt type.”

• SICS entries

- This function is useful when a sale is for only one item and is for cash; such as a pack of cigarettes. This function is applicable only to those departments that have been set for SICS or to their associated PLUs or EANs.
- The transaction is finalized and the drawer opens as soon as you touch the department key, [DEPT#] key, [PLU_EAN] key or the direct PLU key.

NOTE

If an entry to a department, PLU or EAN set for SICS follows the ones to departments, PLUs or EANs not set for SICS, it does not finalize and results in a normal sale.

Example**Key Operation**

350
For finishing the transaction → [Department 9]

Display

	0001
1x3.50	3.50
DPT.09	
CASH	3.50
***TOTAL	3.50

- **SIF entries**

- If an entry to a department, PLU or EAN set for SIF follows the ones to departments, PLUs or EANs not set for SIF, the transaction is finalized immediately as a cash sale.
- Like the SICS function, this function is available for single-item cash settlement.

Example

Key Operation	Display
750 [Department 6]	
350	
For finishing the transaction → [Department 8]	
	<div> <div>0001</div> <div>1x7.507.50</div> <div>DPT.06</div> <div>1x3.503.50</div> <div>DPT.08</div> <div>CASH11.00</div> <div>***TOTAL11.00</div> </div>

■ Non-turnover sales

This function is used to perform transaction other than ordinary sales (turnover) as is the case when cigarettes or bouquets are ordered in a restaurant and the like. In this case, a clerk once pays the bill and demands together with other payment.

It is performed by entering a department belonging to the non-turnover group or PLU belonging to the department.

If you need this function, contact your authorized SHARP dealer.

Special Entries for PLU/EAN

■ Promotion function

You have a choice of either global or individual type for promotion entry.

You also need to select a promotion type from the following:

- Amount discount : discounts the programmed amount.
- Percent discount : discounts the amount at the programmed percent rate.
- Give free item : offers the programmed objected item for free.
- Cheaper item free : offers the cheaper ones of the objected items for free.
- Selling price : changes the total amount of the registered objected items to the programmed selling price.

NOTE

For EAN item entry, you cannot enter NON-PLU type EAN code and press code.

● Global type

This function is convenient for matching several PLU/EAN items and selling them in a lump (e.g. value meal, etc.). Operation is the same as for normal PLU/EAN. The promotion table consists of the text for the table, a maximum of 25 objected items (selected from PLU/EAN, department or group), trip level (the number of entries to be satisfied), promotion type and promotion detail. The promotion detail depends on the promotion type. In the example below, amount discount is used as the promotion type.

The programmed promotion entry will be made under the following condition:

- The total quantity of the objected items meet the trip level programmed in the promotion type.

Objected items of table no. 1: Item-A (*2.30), Item-B (*3.10), Item-C (*2.50)

Trip level: 3

Promotion type: Amount discount

Promotion detail: Discount amount (1.00)

<Sale 1>		<Sale 2>	
Item-A	*2.30	Item-C	*2.50
Item-B	*3.10	Item-C	*2.50
Item-C	*2.50	Item-C	*2.50
Subtotal	*7.90	Subtotal	*7.50
Discount	-1.00	Discount	-1.00
Total	*6.90	Total	*6.50

Example

In the case of <Sale 1> above

Key Operation

Treated as *2.30 item → **[PLU 00040]**
 Treated as *3.10 item → **[PLU 00041]**
 Treated as *2.50 item → **[PLU 00042]**
[CASH_TOTAL]

Display

	0001
1x3.10	3.10
PLU00041	
1x2.50	2.50
PLU00042	
1 PROMO_1	-1.00
CASH	6.90
***TOTAL	6.90

• Individual type

This function is convenient for matching several PLU/EAN items and selling them in a lump (e.g. value meal etc.).

Operation is the same as for normal PLU/EAN. The promotion table consists of the text for the table, a maximum of 25 objected items (selected from PLU/EAN, department or group), trip levels (the number of entries to be satisfied) for each item, promotion type and promotion detail. The promotion detail depends on the promotion type.

In the example below, percent discount is used as the promotion type.

The programmed promotion entry will be made under the following condition:

- The quantities of each of the objected items meet the corresponding trip levels programmed in the promotion table.

Objected items of table no. 2: Item-A (*3.00), Item-B (*2.50), Item-C (*2.10)

Trip levels for each item: Item-A (1), Item-B (1), Item-C (2)

Promotion type: Percent discount

Promotion detail: Percent rate (40.00%)

<Sale 1>		<Sale 2>		
Item-A	*3.00	Item-A	*3.00	
Item-B	*2.50	Item-A	*3.00	
Item-C	*2.10	Item-B	*2.50	
Item-C	*2.10	Item-C	*2.10	
Subtotal	*9.70	Subtotal	*10.60	
Discount	-3.88	Discount	-0.00	← Discount is not allowed
Total	*5.82	Total	*10.60	(Q'ty of the item-C should be two.)

Example

In the case of <Sale 1> above

Key Operation

Treated as *3.00 item → **[PLU 00040]**
 Treated as *2.50 item → **[PLU 00041]**
 Treated as *2.10 item → **[PLU 00042]**
 Treated as *2.10 item → **[PLU 00042]**
[CASH_TOTAL]

Display

	0001
1x2.10	2.10
PLU00042	
1x2.10	2.10
PLU00042	
1 PROMO_2	-3.88
CASH	5.82
***TOTAL	5.82

■ **PLU/EAN link entries**

In case that you register a PLU or EAN that has any PLU linked with the PLU or EAN, the linked PLU(s) are automatically registered together with the leading link PLU or EAN when it is registered. The print format on the receipt depends on the programming (PRINT SELECT2 in OPTIONAL menu in PGM2 mode) as described below.

Printing detailed information

The description texts and amounts of the leading link PLU/EAN and the linked PLUs are printed individually.

Example

Key Operation	Display
[PLU 00021] [CASH_TOTAL]	<div><div>0001</div><div><div>PLU00021</div><div>1x3.00</div><div>PLU00040</div><div>1x2.50</div><div>PLU00041</div><div>CASH</div><div>***TOTAL</div><div>3.00</div><div>2.50</div><div>7.20</div><div>7.20</div></div></div>

Printing leading link PLU/EAN and total sales amount

The description text of the leading link PLU/EAN and the total sales amount of the leading link PLU/EAN and the linked PLUs are printed.

Example

Key Operation	Display
[PLU 00021] [CASH_TOTAL]	<div><div>0001</div><div><div>1x7.20</div><div>PLU00021</div><div>CASH</div><div>***TOTAL</div><div>7.20</div><div>7.20</div></div></div>

NOTE

If a discount entry is made for a link PLU/EAN entry, the discount amount is calculated based on the total sales amount. The discount itself is given to the leading link PLU/EAN.

■ EAN learning function

When you enter or scan an undefined code, you are required to enter its unit price and the associated department. The code, associated department and unit price entered are stored in the EAN file or the dynamic EAN file and used for future EAN sales entries.

Procedure

(1) Enter the EAN (by undefined EAN code). The following window will be displayed.



If the EAN code is entered by mistake, touch the **[CANCEL]** key and enter the correct EAN code.

(2) Enter the price and touch the **[ENTER]** key. The following window will be displayed.



(3) Enter the associated department number, then select the delete method.

Select "1 AUTO DELETE" when you want to exempt the EAN code entered from the non-accessed EAN delete function (deletion by selecting DELETE option from EAN DELETE menu in Z1 mode).

NOTE

- When there is no capacity remained in the file, the data is not stored in the file.
- For the text for the EAN code, the text of its associated department is applied.
- You can use the EAN learning function in the training mode. This may be convenient to practice the scanning system.

■ EAN/ITF-to-PLU conversion

EAN/ITF-to-PLU conversion allows you to convert an EAN/ITF code to a PLU code.

- Link an EAN/ITF code to a PLU code in the EAN/ITF-to-PLU converting table to use this function.
- Follow the same key procedure as for ordinary EAN entries.
- The item programmed in the converting table is registered as the linked PLU.

• EAN-to-PLU conversion

Use this function to sell the same type of item marked with different EAN codes such as packs of cigarettes (They have different EAN codes in some countries because of different package designs).

Example EAN code 4901234567894 linked to PLU code 19

Key Operation	Display
4901234567894 [PLU_EAN] [CASH_TOTAL]	<div><div>0001</div><div>1x2.202.20</div><div>PLU00019</div><div>CASH2.20</div><div>***TOTAL2.20</div></div>

• ITF-to-PLU conversion

ITF (Interleaved Two of Five) is a standard distribution code usually printed on corrugated cardboard boxes. Use this function to sell packaged items marked with ITF codes.

Example ITF code 1234567890123456 linked to PLU code 19

Key Operation	Display
1234567890123456 [ITF] [CASH_TOTAL]	<div><div>0001</div><div>1x2.202.20</div><div>PLU00019</div><div>CASH2.20</div><div>***TOTAL2.20</div></div>


■ PLU/EAN information inquiry (view) function

You can use this function when you want to know the unit price of the PLU/EAN item during transaction. The PLU/EAN can be registered in VIEW mode. The unit price of a PLU/EAN can be temporarily changed. The programmed unit price is not changed.

Procedure

(1) Touch the **[INQ]** key.

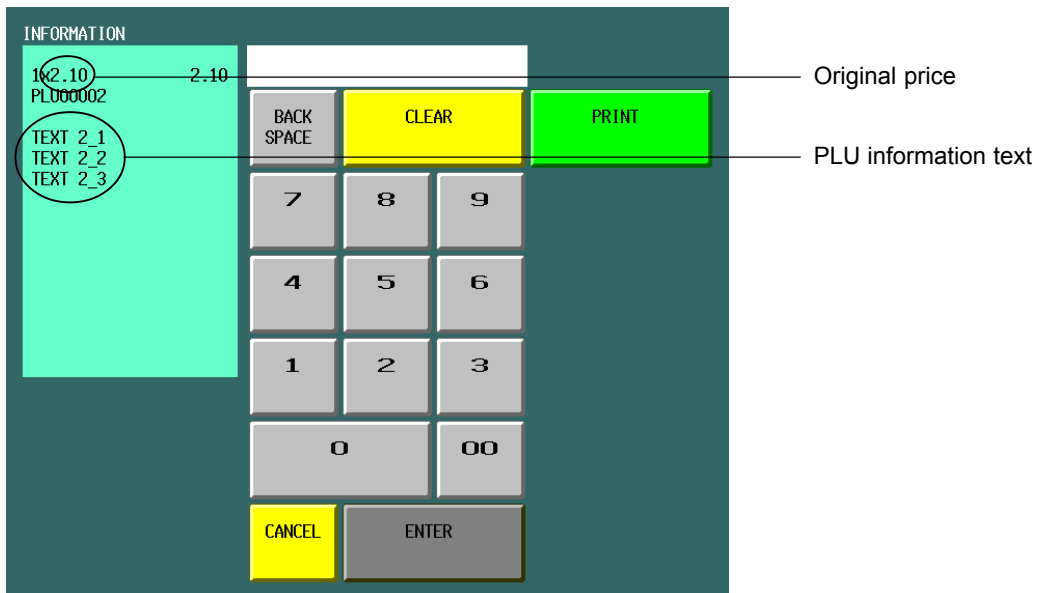
(2) Enter the PLU/EAN.

Scanning EAN code: →  (Scan EAN code)

PLU/EAN code entry: → PLU or EAN code → **[PLU_EAN]**

Direct PLU entry: → **[Direct PLU key]**

The following window is displayed.



(3) Select one of the following operations.

Confirmation only:

→ **[CANCEL]**

Entering the PLU/EAN (by programmed price):

→ **[ENTER]**

Entering the PLU/EAN (by override price):

→ Override price → **[ENTER]**

Printing on the receipt:

→ **[PRINT]**

■ EAN price change function

You can use this function when you need to change the preset price and/or associated department of an EAN item. The programmed price and/or associated department is changed to the new ones.

There are two methods for change:

1. Price change mode

You can change the preset price and/or the associated department of an EAN item without entering PGM mode.

2. Changing price during a transaction

When you have found a wrong EAN price and/or associated department upon transaction, you can correct them at the time of transaction. With the entry of new price and/or associated department, the preset price and/or associated department is automatically changed to the new price and/or associated department.

Procedure

(1) Touch the **[PRICE_CHANGE]** key, then enter the EAN item (Price Change mode).

Touch the **[PRICE_CHANGE]** key just after the EAN entry (during the transaction).

The following window is displayed.

The screenshot shows a digital keypad interface for changing prices. At the top, the text 'PRICE CHANGE' is displayed, followed by 'ENTER PRICE' and 'DPT. 01'. Below this, the current price '870' is shown in a large font. The keypad includes a 'BACK SPACE' button, a 'CLEAR' button (highlighted in yellow), and a numeric keypad with digits 1-9, 0, and 00. At the bottom, there are 'CANCEL' and 'ENTER' buttons.

If you need to cancel the price change function, touch the **[CANCEL]** key.

(2) Enter the price and associated department number, then touch the **[ENTER]** key.

(To keep the current price and department number, touch the **[ENTER]** key.)

NOTE

For the Non-PLU type EAN codes having price info. and press codes, the prices in the codes have the priority over the preset prices. So, for these codes, a changed price is valid only when price change is executed.

■ Combo meal PLU/EAN entries

Operation is the same as that for normal PLU/EAN entries.

When a Combo meal PLU/EAN is entered, the labels of those PLUs tied to the Combo PLU/EAN are printed automatically. The sum of all adjusted prices (of those PLUs tied to the Combo PLU) becomes the “combo” price setting.

Example

Key Operation	Display
[PLU 00011]	0001
[CASH_TOTAL]	1x6.60 6.60
	PLU00011
	PLU00031
	PLU00032
	PLU00033
	CASH 6.60
	***TOTAL 6.60

NOTE

When combo meal is registered, q'ty totalizer of the combo PLU/EAN and amount totalizer of each tied PLU are updated.

■ With/without entries

This function is used to add/delete tied PLU(s) to/from a Combo PLU/EAN.
The with/without function is used to change the tied PLUs of the combo PLU/EAN in compliance with a special request made by a guest or to meet other situations.
The following two types are available:

- With:** This entry adds one of the tied PLUs to combo PLU/EAN.
- [WITH] → PLU code → [PLU_EAN] →
 - [WITH] → [Direct PLU key] →
- Without:** This entry deletes one of the tied PLUs from combo PLU/EAN.
- [WITHOUT] → PLU code → [PLU_EAN] →
 - [WITHOUT] → [Direct PLU key] →

Procedure

- 1) Touch the [WITH] or [WITHOUT] key and enter a tied PLU to add/delete.
Repeat this step (1) to modify tied PLUs of the combo PLU/EAN. The “with” and “without” operation is allowed a total of 20 times.
- 2) Enter the combo PLU/EAN item.

Example

Key Operation	Display
[WITH] [PLU 00008]	<div><div>0001</div><div>1x6.606.60</div><div>PLU00011</div><div>PLU00031</div><div>PLU00033</div><div>PLU00008</div><div>CASH6.60</div><div>***TOTAL6.60</div></div>
[WITHOUT] 32 [PLU_EAN]	
Combo PLU → [PLU 00011]	
[CASH_TOTAL]	

■ PLU menu keys (categories)

Items can be categorized into PLU menu keys for ease of registration.

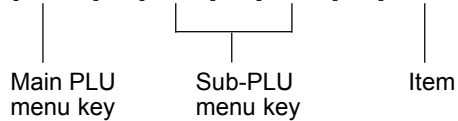
A PLU menu key can contain both PLU items and other PLU menu keys. This can make a PLU menu tree of choices.

When the item (direct PLU) key is programmed within the PLU menu key, touch the corresponding PLU menu key (main PLU menu key), then select the item (or sub-PLU menu key).

(Example: → [DRINK] → [WINE] → [WHITE] → [NICE WINE])

(Example: → [DRINK] → [WINE] → [ROSE] → [GREAT WINE])

(Example: → [DRINK] → [BEER] → [LIGHT] → [NICE BEER])



■ PLU level shift (for direct PLUs)

This shift can double or triple the number of direct PLUs on your POS terminal without adding additional direct PLU keys. You can use direct PLUs in ten levels by utilizing the PLU level shift number key **[LEVEL#]** or the PLU level shift keys **[LEVEL1]** through **[LEVEL10]**.

Level key shifts the PLU level from the other nine to the required level. (The normal level is the level 1.) You must program your terminal in the PGM mode to select one of the two PLU level shift modes — automatic return mode* and lock shift mode** — and decide whether to allow PLU level shift in both the REG and MGR modes or in the MGR mode alone.

* The automatic return mode automatically shifts the PLU level back to level 1 after touching a direct PLU key or finalizing each transaction.

** The lock shift mode holds the current PLU level until a PLU level shift key is touched.

● Automatic return mode (for PLU levels)

If your terminal has been programmed for PLU level in the automatic return mode, touch a desired PLU level shift key before a numeric entry.

Procedure

(Returning every item entry)

→ **[LEVEL2]** through **[LEVEL10]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → Return to level 1
→ Level no. (2 - 10) → **[LEVEL#]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → Return to level 1

(Returning every transaction)

→ **[LEVEL1]** through **[LEVEL10]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → ... → (Finalization) → Return to level 1
→ Level no. (1 - 10) → **[LEVEL#]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → ... → (Finalization) → Return to level 1

NOTE

When you use the FF method, you need not touch the **[X/QTY]** key for multiplication entries.

● Lock shift mode (for PLU levels)

If your terminal has been programmed for PLU level in the lock shift mode, touch a desired PLU level shift key before a numeric entry.

Procedure

→ **[LEVEL1]** through **[LEVEL10]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → Stay in the current level
→ Level no. (1 - 10) → **[LEVEL#]** → { Q'ty → **[X/QTY]** } → **[Direct PLU key]** → Stay in the current level

NOTE

When you use the FF method, you need not touch the **[X/QTY]** key for multiplication entries.

Example When the POS terminal has been programmed for the automatic return mode (by one item):

Key Operation	Display
Level 1 key → [PLU 00001]	PLU00001 0.00
Level 2 key → [LEVEL2] [PLU 00051]	1x2.10 2.10
Level 1 key → [PLU 00002]	PLU00051 1.00
[CASH_TOTAL]	PLU00002 4.10
	CASH 4.10
	***TOTAL 4.10

Example When the POS terminal has been programmed for the lock shift mode:

Key Operation	Display
Level 1 key → [LEVEL1] [PLU 00001]	PLU00001 0.00
Level 2 key → [LEVEL2] [PLU 00051]	1x2.10 2.10
Level 2 key → [PLU 00052]	PLU00051 3.20
[CASH_TOTAL]	PLU00052 6.30
	CASH 6.30
	***TOTAL 6.30

■ Price level shift

Eight different price levels can be programmed for each PLU/EAN.

The price levels can be changed for PLU/EAN registrations.

You can shift the PLU/EAN price level (level 1 through 8) by utilizing the price level shift number key **[PRICE_SHIFT#]** or the price shift keys **[PRICE_SHIFT1]** through **[PRICE_SHIFT8]**.

You must program a price level shift mode (i.e. automatic return mode* or lock shift mode**) and the operating modes to be used for the price level shift (i.e. both REG and MGR modes or MGR mode alone).

* The automatic return mode automatically shifts the PLU/EAN price level back to level 1 after a PLU/EAN shift entry. You can select whether the price level should return each time you enter one item or each time you finalize one transaction.

** The lock shift mode holds the current PLU/EAN price level until touching a price level shift key.

● Automatic return mode (for price shifts)

If your terminal has been programmed for PLU/EAN price level in the automatic return mode, touch a desired Price level shift key before a numeric entry.

Procedure

(Each item)

→ **[PRICE_SHIFT1]** through **[PRICE_SHIFT8]** → { PLU/EAN entry } → Return to level 1

→ Price level no. (1 - 10) → **[PRICE_SHIFT#]** → { PLU/EAN entry } → Return to level 1

(Each transaction)

→ **[PRICE_SHIFT1]** through **[PRICE_SHIFT8]** → { PLU/EAN entry } → ... → (Finalization) → Return to level 1

→ Price level no. (1 - 10) → **[PRICE_SHIFT#]** → { PLU/EAN entry } → ... → (Finalization) → Return to level 1

● Lock shift mode (for PLU levels)

If your terminal has been programmed for PLU/EAN price level in the lock shift mode, touch a desired price level shift key before a numeric entry.

Procedure

→ **[PRICE_SHIFT1]** through **[PRICE_SHIFT8]** → { PLU/EAN entry } → Stay in the current level

→ Price level no. (1 - 10) → **[PRICE_SHIFT#]** → { PLU/EAN entry } → Stay in the current level

Example When the POS terminal has been programmed for the automatic return mode (by one item):

Key Operation	Display
Price level 1 → [PLU 00001]	PLU00001 0.00
Price level 2 → [PRICE_SHIFT2] [PLU 00001]	1x2.00 2.00
Price level 1 → [PLU 00002]	PLU00001 1.00
[CASH_TOTAL]	PLU00002 4.00
	CASH 4.00
	***TOTAL 4.00

Example When the POS terminal has been programmed for the lock shift mode:

Key Operation	Display
Price level 1 → [PRICE_SHIFT1] [PLU 00001]	PLU00001 0.00
Price level 2 → [PRICE_SHIFT2] [PLU 00001]	1x2.00 2.00
Price level 2 → [PLU 00002]	PLU00002 2.00
[CASH_TOTAL]	1x2.00 2.00
	PLU00002 5.00
	CASH 5.00
	***TOTAL 5.00

■ Condiment entries

The terminal may be programmed for prompting condiment and instructions for a menu-item PLU.

Example:

When you enter a menu-item PLU, a message such as "HOWCOOK?" is prompted and a list of the "Condiment PLUs" will appear. You must specify one of the "Condiment PLUs" such as "WELLDONE" to meet a special order of the guest. In an example of the condiment table shown below, it is assumed that condiment table no.1 is assigned to PLU number 21 (programmed text "STEAK") and table no. 4 is assigned to table no. 1 as the next table no. When you enter the PLU number 21, the message "HOWCOOK?" will appear to prompt you to specify one of "RARE," "MED.RARE," and "WELLDONE." If the guest chooses "RARE," select it from the list. Then the next message "POTATO?" will appear to prompt you to specify one of "P.CHIPS," "MASHED.P," and "BAKED.P." If the guest chooses mashed potato, select it. If the guest chooses baked potato, the flavor list will appear to prompt you to specify one of "BUTTER" and "SOUR CREAM".

Here is an example of how to perform a condiment entry when your condiment table is as shown below.

(Example:)

PLU:

PLU	Name	Price	Condiment Table #
PLU00021	STEAK	€20.00	1
PLU00038	BAKED.P	€0.50	5

Condiment table:

Condiment Table #	Contents	Linking Condiment Table #	Condiment PLU		
			PLU	Name	Price
1	HOWCOOK?	4	PLU00023	RARE	0.00
			PLU00025	MED.RARE	0.00
			PLU00027	WELLDONE	0.00
4	POTATO?	End (nothing)	PLU00033	P.CHIPS	0.60
			PLU00037	MASHED.P	0.60
			PLU00038	BAKED.P	0.50
5	FLAVOR	End (nothing)	PLU00040	BUTTER	0.00
			PLU00041	SOUR CREAM	0.00

Operation:

Entry	Printing
[STEAK]	STEAK 20.00
[RARE]	RARE
[MASHED.P]	MASHED.P 0.60

The terminal will continue to operate for the condiment entry until you finish the entire condiment entry programmed for the PLU. During the condiment entry, if you enter a normal PLU, which is not in the condiment table, an error message will appear.

When the **[C NEXT]** key is touched, the entry skips to the next table which is programmed.

When the **[CANCEL]** key is touched, its condiment entry is canceled.

When you enter a PLU priced at "0.00," only the text will be printed on the receipt.

• Single entry method

The items of the condiment table must be entered for each menu-item by one-set individually.

(Example:) 3 steaks process:

Operation	Display	Receipt window	Note
3 [Steak]			
[Rare]	How cook?		for 1'st steak
[Peas]	Vegetable?	1x Steak Rare Peas	
[Rare]	How cook?		for 2'nd steak
[Carrot]	Vegetable?	1x Steak Rare Carrot	
[Medium]	How cook?		for 3'rd steak
[Peas]	Vegetable?	1x Steak Medium Peas	

• Multiplication entry method

The items of the condiment table can be entered by multiplication entry.

(Example:) 3 steaks process:

Operation	Display	Receipt window	Note
3 [Steak]		1x Steak 1x Steak 1x Steak	
2 [Rare] [Medium]	How cook?	1x Steak Rare 1x Steak Rare 1x Steak Medium	1'st condiment is automatically processed.
2 [Peas] Select items	Vegetable? Select item	1x Steak Rare 1x Steak Rare 1x Steak Medium	After 2'nd condiment, it is necessary to select items.
		1x Steak Rare Peas 1x Steak Rare 1x Steak Medium Peas	
[Carrot]	Vegetable?	1x Steak Rare Peas 1x Steak Rare Carrot 1x Steak Medium Peas	Last item. (Not necessary to select items.)

Example**Key Operation**

[PLU 00021]
[RARE]
[MASHED.P]
[CASH_TOTAL]

Display

	0001
STEAK	
1x0.00	0.00
3RARE	
1x0.60	0.60
3MASHED.P	
CASH	2.60
***TOTAL	2.60

■ Pint entries

Using this function, you can sell an item with the desired quantity such as a half and a double.

To perform this function, touch the **[HALF_PINT]** key and enter an item assigned a PLU/EAN code for which you have programmed a pint price and a pint quantity. The price for the pint quantity will appear on the receipt. For details, contact your authorized SHARP dealer.

Procedure


< FF method (for speedy entries) >

→ **[HALF_PINT]** → **[Direct PLU key]**

< Normal method >

→ **[HALF_PINT]** → **[Direct PLU key]**

→ **[HALF_PINT]** → PLU code → **[PLU_EAN]**

→ **[HALF_PINT]** →  (Scan EAN code)

→ **[HALF_PINT]** → EAN code → **[PLU_EAN]**

Example

Key Operation	Display
[HALF_PINT] 2 [X/QTY] [PLU 00001]	0001
[HALF_PINT] [PLU 00002]	2x0.60 1.20
[CASH_TOTAL]	PLU00001
	1x0.70 0.70
	PLU00002
	CASH 1.90
	***TOTAL 1.90

■ Happy hour

If the date/time range is programmed for each happy hour, the price corresponding to the price level is automatically registered within the time range. When the entry time becomes to be out of the time range, the price level returns to the level before the time range:
You can program “Happy hour price shift: YES/NO” for each clerk.

The following examples show that 9:00 AM and 11:00 AM are programmed for price level 2.

- Example
- Between 9:00 AM and 11:00 AM

Key Operation	Display
[PLU 00001] [CASH_TOTAL]	<div><div>0001</div><div>1x1.001.00</div><div>PLU00001</div><div>CASH1.00</div><div>***TOTAL1.00</div></div>

- Example
- Excepting the time range from 9:00 AM and 11:00 AM

Key Operation	Display
[PLU 00001] [CASH_TOTAL]	<div><div>0001</div><div>1x2.002.00</div><div>PLU00001</div><div>CASH2.00</div><div>***TOTAL2.00</div></div>

■ Crate entries

Using the **[CRATE#]** or **[CRATE01]** through **[CRATE99]** key, you can sell bottles of drinks in a crate (A crate is a box for transporting and storing drink bottles). To use this function, you need to program the following items in the PGM2 mode:

- Crate table no.
- Crate PLU/EAN and its preset price
- Number of bottles to pack into the crate
- PLU/EANs in the bottles (max. 10 PLU/EANs) and their price level
- Price of the crate table
- Combination function: Yes (combination entries) / No (single entries)
- Crate table text

There are two types of crate entries as shown below.

● Single entries

Use this type of entry to sell a crate of one kind of drink.

Example

Crate table no.:	1	Crate PLU/EAN:	PLU code 13 (preset price: 0.20)
Number of bottles:	12	PLU/EAN in the bottles:	PLU code 14 (price level: 1)
Price of the crate table:	9.80	Combination function:	No
Crate table text:	CRATE01		

Key Operation	Display												
1 [CRATE#]													
[PLU 00014]													
[CASH_TOTAL]													
	<table border="1"> <tr> <td>1x9.80</td> <td>9.80</td> </tr> <tr> <td>CRATE01</td> <td></td> </tr> <tr> <td>1x0.20</td> <td>0.20</td> </tr> <tr> <td>PLU00013</td> <td></td> </tr> <tr> <td>CASH</td> <td>10.00</td> </tr> <tr> <td>***TOTAL</td> <td>10.00</td> </tr> </table>	1x9.80	9.80	CRATE01		1x0.20	0.20	PLU00013		CASH	10.00	***TOTAL	10.00
1x9.80	9.80												
CRATE01													
1x0.20	0.20												
PLU00013													
CASH	10.00												
***TOTAL	10.00												

The preset price of the PLU code 14 is 1.20, but it is ignored in the calculation of the amount registered. See the following formula:

- The amount registered = the price of the crate table + the price of the crate PLU/EAN
In the above example, the registered amount (10.00) = 9.80 + 0.20

NOTE

The entry of the PLU/EAN in the bottles only (PLU code 14 in the above example) is allowed.

• Combination entries

Use this type of entry to sell a crate of several kinds of drinks.

Example

Crate table no.:	2	Crate PLU/EAN:	PLU code 9 (preset price: 0.20)
Number of bottles:	6	PLU/EANs in the bottles:	PLU code 10, 12, 13 (price level: 1)
Price of the crate table:	5.50	Combination function:	Yes
Crate table text:	CRATE02		

Key Operation	Display
2 [CRATE#]	0001
(PLU/EANs in the bottles need to be Entered until the quantity reaches the Specified number of bottles.)	1x5.50 5.50
[PLU 00010]	CRATE02
[PLU 00010]	1x0.20 0.20
[PLU 00013]	PLU00009
[PLU 00013]	CASH 5.70
[PLU 00013]	
[PLU 00012]	
[CASH_TOTAL]	***TOTAL 5.70

The preset prices of the PLU codes 10, 12, and 13 are ignored. The formula for the amount registered is the same as that of single entries.

NOTE

- The entry of the PLU/EANs in the bottles only (PLU codes 10, 12, 13 in the above example) is allowed.
- If open price entry is preset for the PLU/EANs in the bottles, the setting is ignored.
- When you want to make a multiplication entry, the quantity must be an integer and no more than the number of bottles specified in the crate table.

Display of Subtotals

Your POS terminal provides the following types of subtotals:

■ Subtotal

Touch the **[SUBTOTAL]** key at any point during a transaction. The sales subtotal including tax will appear in the display.

■ Difference subtotal (Differ ST)

Touch the **[DIFFER_ST]** key at any point during a transaction. When you touch it first, the subtotal of all entries which have been made is displayed and printed. If you touch it second, you will get the subtotal of entries which have been made after you got the first subtotal. Taxes are calculated each time you touch the **[DIFFER_ST]** key.

Example

Key Operation	Display
[PLU 00001]	PLU00002 0001
[PLU 00002]	DIFF ST 2.00
[DIFFER_ST]	1x1.00 1.00
[PLU 00003]	PLU00003
[CASH_TOTAL]	DIFF ST 1.00
	CASH 3.00
	***TOTAL 3.00

Finalization of Transaction

The following types of media can be used for the finalization of transactions.

- Cash
- Check
- Credit (Charge)

The direct finalization or the amount tendering can be performed to finalize the transaction.

• Amount tendering

Procedure

Cash (n): $\xrightarrow{\text{Q'ty} \rightarrow [\text{X/QTY}]}$ Tendered amount \rightarrow [CASH_TOTAL] or [CASH n] (n: 2 - 5)

Check (n): $\xrightarrow{\text{Q'ty} \rightarrow [\text{X/QTY}]}$ Tendered amount \rightarrow [CHECK] or [CHECK n] (n: 2 - 5)

Charge (n): $\xrightarrow{\text{Q'ty} \rightarrow [\text{X/QTY}]}$ Tendered amount \rightarrow [CREDIT n] (n: 1 - 9)

NOTE

- The charge tendering is allowed when its media is programmed for compulsive tendering.
- The amount tendering is disallowed when the sales subtotal (full subtotal) is zero or negative.
- The amount tendering for the partial payment (short tendering) can be allowed.
- The change amount is paid by a ticket when its media is programmed for "CHANGE SELECT: BY TICKET".

Example

Key Operation

```

    }
    [SUBTOTAL]
    600 [CREDIT 1]
    400 [CHECK 2]
    800 [CASH_TOTAL]
  
```

Display

	0001
1x2.10	2.10
PLU00002	
CREDIT1	6.00
CHECK2	4.00
CASH	8.00
CHANGE	0.10
CHANGE	0.10

(The following contents is displayed when the change amount is paid by ticket.)

	0001
1x2.10	2.10
PLU00002	
CREDIT1	6.00
CHECK2	4.00
CASH	8.00
TICKET	0.10
CHANGE	0.10

- **Direct finalization**

Procedure

Cash (n): → **[CASH_TOTAL]** or **[CASH n]** (n: 2 - 5)
 Check (n): → **[CHECK]** or **[CHECK n]** (n: 2 - 5)
 Charge (n): → **[CREDIT n]** (n: 1 - 9)

NOTE

- *The direct charge function is allowed when its media is programmed for prohibited tendering.*

Example

Key Operation	Display
}	0.00
[SUBTOTAL]	1x14.00 14.00
1000 [CREDIT 1]	PLU00005
500 [CHECK 2]	CREDIT1 10.00
700 [CASH_TOTAL]	CHECK2 5.00
[CREDIT 2]	CASH 7.00
	CREDIT2 8.00
	***TOTAL 30.00

Computation of VAT (Value Added Tax)/Tax

■ VAT/tax system

The POS terminal may be programmed for the following six tax systems by your authorized SHARP dealer.

- **Automatic VAT 1 through 6 system (Automatic operation method using programmed percentages)**

This system, at settlement, calculates VAT for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals by using the corresponding programmed percentages.

- **Automatic tax 1 through 6 system (Automatic operation method using programmed percentages)**

This system, at settlement, calculates taxes for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals by using the corresponding programmed percentages, and also adds the calculated taxes to those subtotals, respectively.

- **Manual VAT 1 through 6 system (Manual entry method using programmed percentages)**

Procedure

→ [SUBTOTAL] → [VAT]

This system provides the VAT calculation for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals. This calculation is performed using the corresponding programmed percentages when the [VAT] key is touched just after the [SUBTOTAL] key.

- **Manual VAT 1 through 6 system (Manual entry method using programmed percentages)**

Procedure

→ [SUBTOTAL] → VAT rate → [VAT]

→ [SUBTOTAL] → [VAT] (When the programmed rate is used.)

This system enables the VAT calculation for the then subtotal. This calculation is performed using the VAT 1 preset percentages when the [VAT] key is touched just after the [SUBTOTAL] key. For this system, the keyed-in tax rate can be used.

- **Manual tax 1 through 6 system (Manual entry method using programmed percentages)**

Procedure

→ [SUBTOTAL] → [VAT]

This system provides the tax calculation for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals. This calculation is performed using the corresponding programmed percentages when the [VAT] key is touched just after the [SUBTOTAL] key. After this calculation, you must finalize the transaction.

- **Automatic VAT 1 through 3 and tax 4 through 6 system**

This system enables the calculation in the combination with automatic VAT 1 through 3 and tax 4 through 6. This combination can be any of VAT 1 through 3 and tax 4 through 6. The tax amount is calculated automatically with the percentages previously programmed for these taxes.

NOTE

VAT/tax assignment is printed at the fixed right position of the amount on the receipt and bill as follows:

VAT1/tax1 → A
VAT2/tax2 → B
VAT3/tax3 → C
VAT4/tax4 → D
VAT5/tax5 → E
VAT6/tax6 → F

When the multiple VAT/tax is assigned to a department or a PLU, a smaller number of the VAT/tax will be printed. For details, contact your authorized SHARP dealer.

Example

Key Operation
[PLU 00008]
[SUBTOTAL]
[VAT]
[CASH_TOTAL]

(When the manual VAT1 through VAT6 system is selected.)

Print
1x 2.00 *2.00 PLU00008

SUBTOTAL *2.00

TAX1 ST *2.00
VAT 1 *0.14
NET 1 *1.86

CASH *2.00

■ VAT shift entries

This feature is intended to shift the tax status of a particular item to another tax status. "VAT item shift" and "VAT transaction shift" are available to shift a tax status.

● VAT item shift

The tax status of one item only is shifted. You can use the [VATSFT_ITEM] key.

● VAT transaction shift

Tax status of all sales items are shifted. By touching the [VATSFT_TRANS.] key during a transaction.

● Automatic VAT shift operation

VAT shift operation may be activated automatically under the following situations:

- Automatic VAT shift by clerk
The VAT shift is performed automatically by programmed VAT shift status for each clerk.
- Automatic VAT shift by terminal
The VAT shift is performed automatically by programmed VAT shift status for each terminal.

● Manual VAT shift operation

For the manual VAT shift operation, take the following procedures:

Procedure

For the VAT item shift, touch the [VATSFT_ITEM] key to activate the VAT shift prior to entering of PLU/EAN concerned.

For the VAT transaction shift, touch the [VATSFT_TRANS.] key at the end of a transaction.

Example

In case of "VAT shift by transaction"

Key Operation
[VATSFT_TRANS.]
[PLU 00008]
[CASH_TOTAL]

(When the automatic VAT1 through VAT6 system is selected.)

Print
1x 2.00 *2.00 PLU00008

SUBTOTAL *2.00

TAX2 ST *2.00
VAT 2 *0.06
NET 2 *1.94

CASH *2.00

NOTE

- If you want to achieve the VAT shift at the end of transaction, contact your authorized SHARP dealer.
- To program the initial status of the POS terminal to be in the VAT shift mode (Initial VAT SHIFT), please contact your authorized SHARP dealer.

Guest Check (GLU)

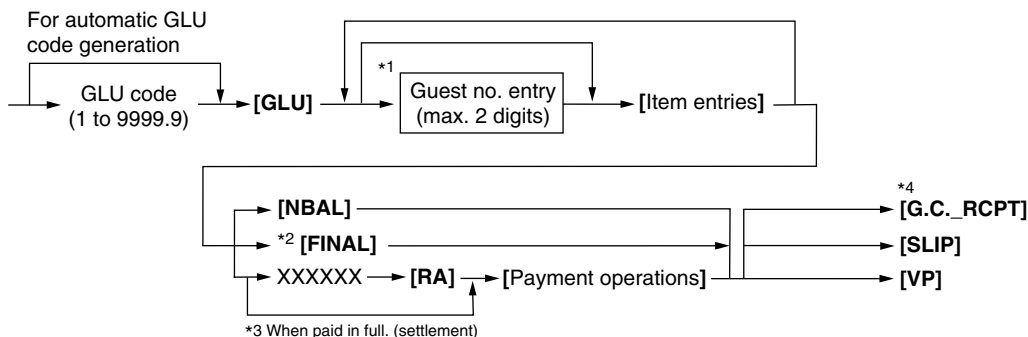
Your POS terminal is provided the guest lookup (GLU) system.

GLU system: The balance due and the details of the order are placed in the guest check file. The information can be automatically recalled by entering a guest check code (= a GLU code) when additional ordering occurs.

■ GLU system

• New guest

Procedure



NOTE

- A clerk must have been registered before starting GLU entry in case the clerk system or the clerk + cashier system is selected.
- The GLU code refers to a code that will be used whenever the guest check must be accessed for re-ordering or final payment.
- Your POS terminal can be programmed GLU codes in a sequential fashion (automatic GLU code generation). If your POS terminal has not been programmed to do so, each GLU code can be entered manually.

*1 The guest number refers to the number of people in the party. When the cover count entry is compulsory, enter the guest number (max. 2 digits) and touch the **[ENTER]** key. When it is non-compulsory, enter the guest number and touch the **[GUEST#]** key.

To correct the number of guests, re-enter a number and touch the **[GUEST#]** key.

*2 This is the optional function (Temporary finalization).

You can temporarily finalize a guest check by touching the **[NBAL]** or **[FINAL]** key. It is recommended to use the **[NBAL]** key to temporarily finalize a guest check when printing is not desired and to use the **[FINAL]** key when printing the current balance including tax is desired. The guest check, however, is still "open." This means you can still make additional orders to it.

*3 The tax is calculated and is added to the tax totalizer.

*4 In case the copy receipt function is enabled, **[G.C._RCPT]** and **[SLIP]** key operations can be repeated only once.

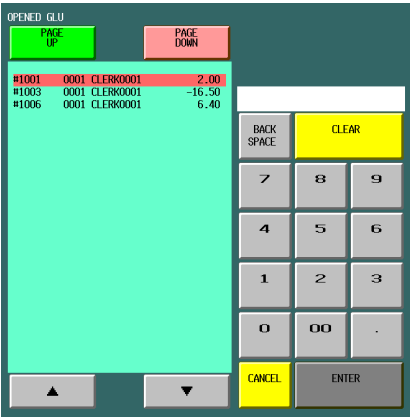
Validation printing operation can be repeated once by default. You can set the number of VP operations between 0 to 9.

(When the GLU code is selected from the opened GLU list).

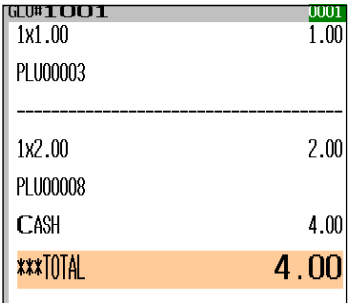
Key Operation

[OPENED_GLU]
(Selection of “GLU#1001”)

Display



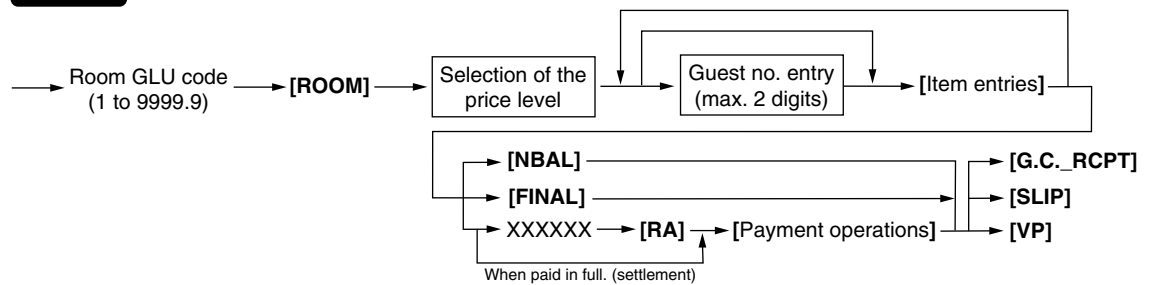
[PLU 00008]
[CASH_TOTAL]



■ Room GLU entry

• New order

Procedure

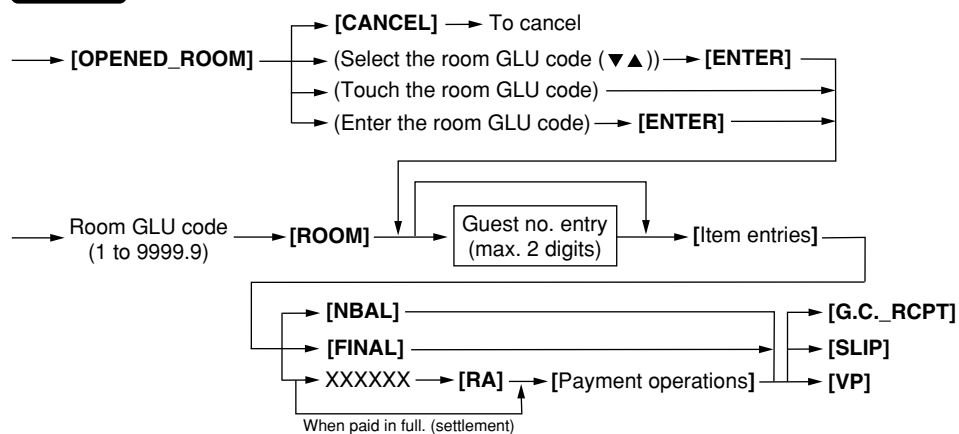


Example

Key Operation	Display
5 [ROOM]	ROOM#5
(Selection of the price level)	03/06/2008 7:32 CLERK0001
[PLU 00002]	1x2.10 2.10
[PLU 00003]	PLU00002
[NBAL]	1x5.30 5.30
	PLU00003
	***NBAL 7.40

• Additional ordering

Procedure



Example**Key Operation**

5 [ROOM]
[PLU 00008]
[PLU 00007]
[CASH_TOTAL]

Display

ROOM#5	03/06/2008 7:37	CLERK0001	0001
1x6.50			6.50
PLU00008			
1x6.80			6.80
PLU00007			
CASH			20.70
***TOTAL			20.70

(When the room GLU code is selected from the opened room GLU list).

Key Operation

[OPENED_ROOM]
(Selection of "room GLU#5")

Display

OPENED ROOM

PAGE UP

PAGE DOWN

#2	0001	CLERK0001	30.50
#3	0001	CLERK0001	21.10
#5	0001	CLERK0001	7.40

BACK SPACE

CLEAR

7	8	9
4	5	6
1	2	3
0	00	.

CANCEL

ENTER

▲

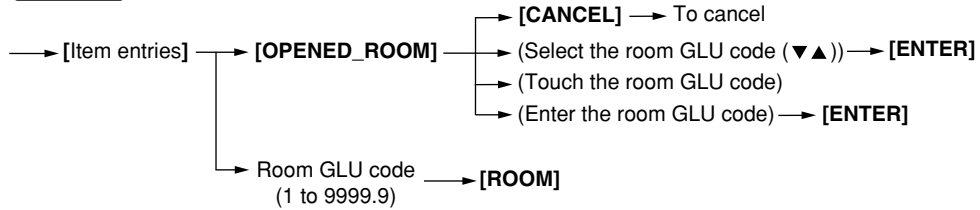
▼

[PLU 00008]
[PLU 00007]
[CASH_TOTAL]

ROOM#5	03/06/2008 7:37	CLERK0001	0001
1x6.50			6.50
PLU00008			
1x6.80			6.80
PLU00007			
CASH			20.70
***TOTAL			20.70

• Transfer the transaction to room GLU (hotel transfer)

Procedure



Example

Key Operation

[PLU 00002]
[PLU 00003]

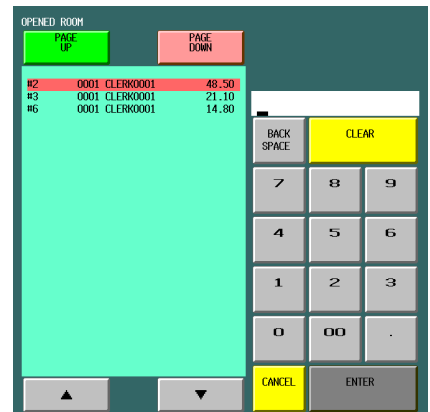
Display

	0001
1x2.10	2.10
PLU00002	
1x5.30	5.30
PLU00003	
***TOTAL	
	7.40

[OPENED_ROOM]

(Selection of the room GLU code)

(The confirmation window “OK/CANCEL” is displayed, select “OK” to transfer the data.)



	0001
1x2.10	2.10
PLU00002	
1x5.30	5.30
PLU00003	
ROOM#6	
HOTEL TRANS.	7.40
***TOTAL	
	7.40

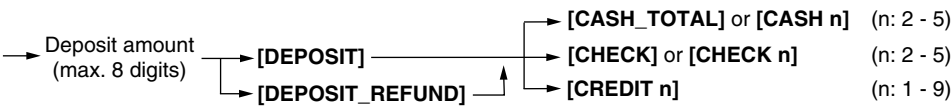
■ Deposit entries

Deposit refers to a prepayment on a guest check. It can be received in cash or by check or credit (1 through 9).

You can make a deposit entry only when entering a guest check. It cannot be done during handling of a tendered amount.

A received deposit can be refunded by touching the [DEPOSIT_REFUND] key. You cannot attempt to refund an amount larger than the deposit balance.

Procedure



Example

Key Operation	Display
1001 [GLU]	GLU#1001 0001
5000 [DEPOSIT]	CASH
[CASH_TOTAL]	DEPOSIT 50.00
[NBAL]	***NBAL -50.00

Example

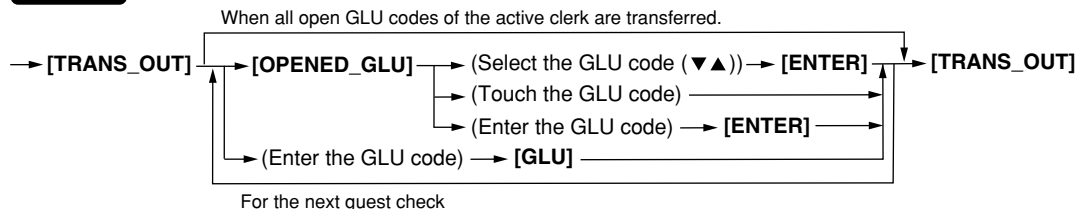
Key Operation	Display
1001 [GLU]	GLU#1001 0001
5000 [DEPOSIT_REFUND]	CASH
[CASH_TOTAL]	DEPOSIT 50.00
[NBAL]	-----
	CASH
	DEPO. (-) -50.00
	***NBAL 0.00

■ Transferring guest check out or in (Transfer-out/in)

Open guest checks can be transferred from a clerk to another clerk. This function may be convenient at the end of a clerk shift or whenever a clerk is relieved. It is possible to transfer one, several or all open tables. The clerk who has served the table must be signed on.

• Transferring guest check out

Procedure



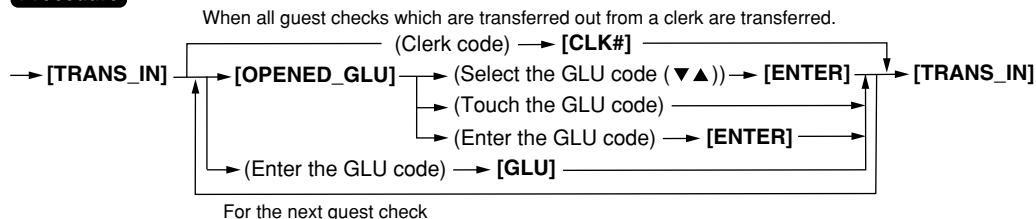
Example

Key Operation	Print
[TRANS_OUT] 1001 [GLU] [TRANS_OUT]	<div> <div>*TRAN. OUT*</div> <div>GLU#1001</div> <div>***PBAL</div> <div>*9.60</div> </div>

• Transferring guest check in

When the second clerk is assigned to be responsible for guest checks that have been transferred out:

Procedure



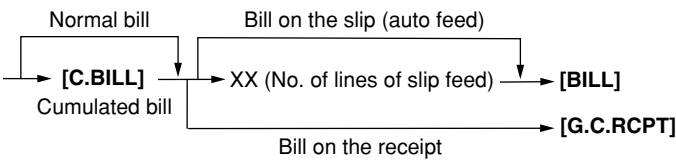
Example

Key Operation	Print
[TRANS_IN] 1001 [GLU] [TRANS_IN]	<div> <div>*TRAN. IN*</div> <div>GLU#1001</div> <div>***PBAL</div> <div>*9.60</div> </div>

■ Bill printing

This function is used for issuing the bill to the guest. Your POS terminal can print the bill (normal bill or cumulated bill) on the slip, receipt, or journal printer. For selecting these printers, contact your authorized SHARP dealer.

Procedure



NOTE

- This function is available immediately after the finalization of transaction.
- If the copy function is allowed, you can print the bill copy on slip and receipt only once. If you need the bill copy, contact your authorized SHARP dealer.

Example

Key Operation	Print
[G.C._RCPT]	<div><div>*BILL*</div><div>5x 2.00 *10.00 PLU00008</div><div>-----</div><div>1x 1.00 *1.00 PLU00003</div><div>-----</div><div>1x 1.00 *1.00 PLU00002</div><div>-----</div><div>1x 2.00 *2.00 STEAK</div><div>1x 0.60 *0.60 MASHED. P</div><div>-----</div></div>

■ Intermediate GLU reading

This function is used for temporary inspection of the guest check. The details of the guest check can be printed on the receipt or the slip.

Procedure

- 1) Touch the **[INTER_MED.]** key. The following window is displayed.

INTERMEDIATE GLU

GLU TYPE **NORMAL GLU**

GLU# 0

OUTPUT RECEIPT/REPORT PRINTER

PAGE 01 / 01

BACK SPACE CLEAR

7 8 9

4 5 6

1 2 3

0 00 .

CANCEL ENTER CONTINUE

LIST

- 2) Select the GLU type ("normal GLU" or "room GLU").
Enter the GLU# or select the GLU# from the opened GLU list by touching the **[LIST]** key.
Select the output printer ("receipt printer" or "bill printer").
- 3) Touch the **[ENTER]** or **[CONTINUE]** key to perform printing.
To cancel the operation, touch the **[CANCEL]** key.

NOTE

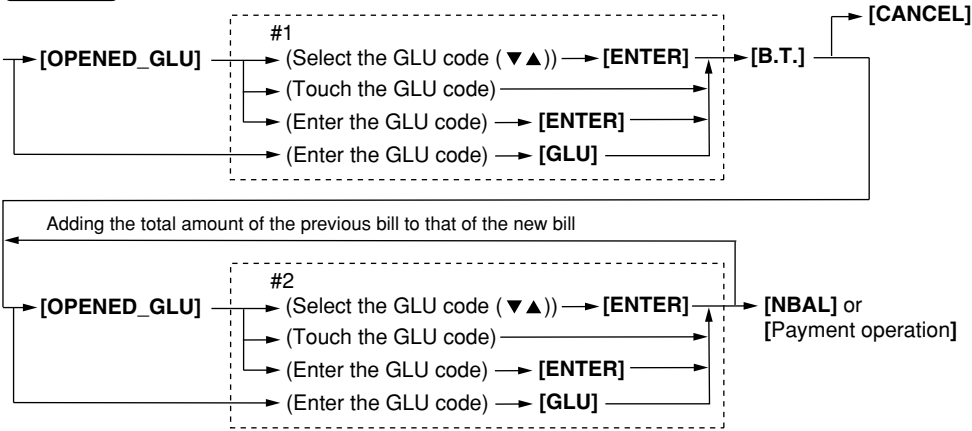
This function is available after finishing the guest check entry.

■ Bill totalizing/bill transfer

● Bill totalizing

The bill totalizing function is used to totalize multiple bills when, for example, a particular guest pays not only his or her bill, but also the bills of other guests.

Procedure



NOTE

- #1 bill and #2 bills are merged into one bill. The GLU code on the merged bill is determined by the last entered #2 bill. A maximum of 5 bills is available for #2.
- The GLU code of #1 must be in use. If the guest check(s) of #1 or #2 has already been handled by another clerk, the guest check(s) must have been made “Transferring out.”

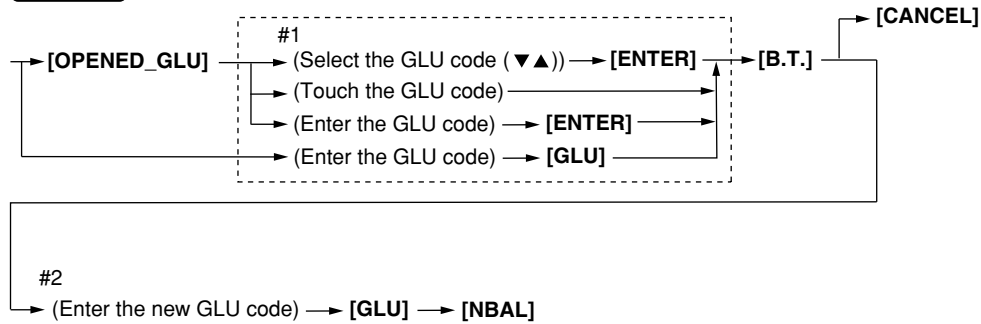
Example

Key Operation	Display
1005 [GLU]	GLU#1005 0001
[B.T.]	1x1.00 1.00
1006 [GLU]	PLU00002
[NBAL]	1x1.00 1.00
	PLU00003
	1x6.20 6.20
	PLU00005
	***NBAL 34.30

• Bill transfer

This function is used to change the GLU code of a particular bill.

Procedure



NOTE

- This function requires that the current GLU code be entered for #1 and a new GLU code be entered for #2.
- A #1 bill is transferred to a #2 bill. The #1 bill is then cleared and set free.

Example

Key Operation	Display
1001 [GLU]	GLU#1010 0001
[B.T.]	1x2.00 2.00
1010 [GLU]	PLU00008
[NBAL]	1x1.50 1.50
	PLU00001
	1x6.20 6.20
	PLU00006
	***NBAL 9.70

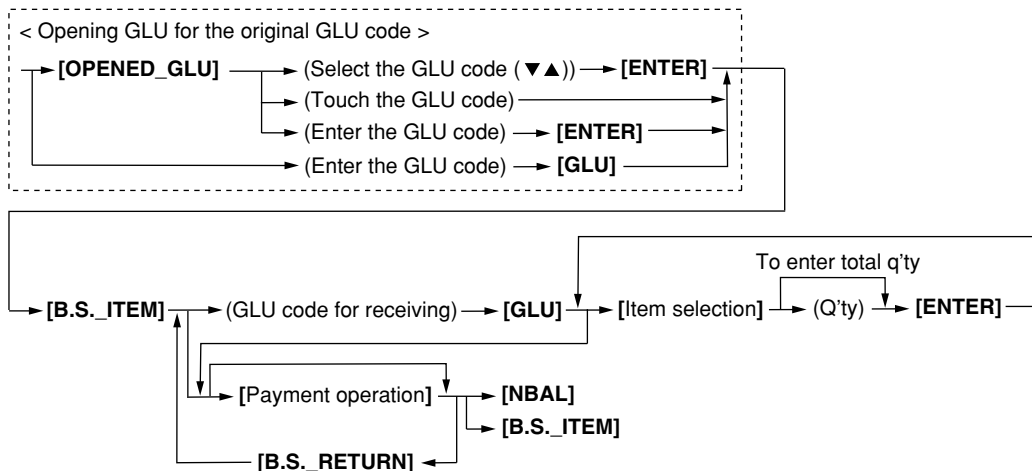
■ Bill separating

This function is used when each guest of a group pays his or her own order. With this function, you can select some items from a guest check and make an entry for the payment. Also, you can transfer the items you have selected to other guest checks.

There are three types of the bill separating functions: bill separating by item, amount and person.

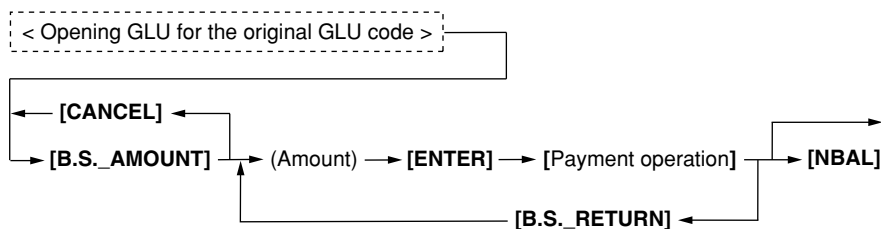
● Bill separating by item

Procedure



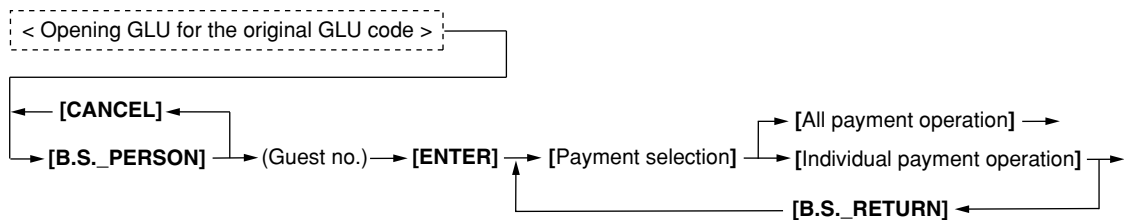
● Bill separating by amount

Procedure



● Bill separating by person

Procedure



Example**Bill separating by item****Key Operation**

1001 [GLU]
[B.S._ITEM]

Display

B.S.		0001	CLERK0001	Bill Separation
BS_ORG#1001			BS_RCV	
1x2.00		2.00		
PLU00008				
1x1.50		1.50		
PLU00001				
1x2.50		2.50		
PLU00003				
1x6.20		6.20		
PLU00006				
***TOTAL		12.20	***TOTAL	0.00



Touch the item to be separated.

B.S.		0001	CLERK0001	Bill Separation
BS_ORG#1001			BS_RCV	
1x2.00		2.00		
PLU00008				
1x1.50		1.50		
PLU00001				
1x2.50		2.50		
PLU00003				
1x6.20		6.20		
PLU00006				
***TOTAL		12.20	***TOTAL	0.00



[ENTER]

B.S.		0001	CLERK0001	Bill Separation
BS_ORG#1001			BS_RCV	
1x2.00		2.00	1x2.50	2.50
PLU00008			PLU00003	
1x1.50		1.50		
PLU00001				
1x6.20		6.20		
PLU00006				
***TOTAL		9.70	***TOTAL	2.50



[CASH_TOTAL]

B.S.		0001	CLERK0001	BITT Separation	
BS.ORG#1001			BS.RCV		
1x2.00	2.00		1x2.50		2.50
PLU00008			PLU00003		
1x1.50	1.50		CASH		2.50
PLU00001					
1x6.20	6.20				
PLU00006					
***TOTAL		9.70	***TOTAL		2.50



[NBAL]

		0001
***TOTAL		0.00

Example Bill separating by amount

Key Operation

1002 [GLU]
[B.S._AMOUNT]

Display

A calculator interface with a dark green header bar containing the text "ENTER AMOUNT" and "PARTIAL PAY". Below the header is a numeric keypad with buttons for digits 0-9, a "00" button, a "BACK SPACE" button, a "CLEAR" button (highlighted in yellow), a "CANCEL" button (highlighted in yellow), and an "ENTER" button.

250 [ENTER]

GLU#1002	0001
1x2.50	2.50
PLU00003	
1x25.10	25.10
PLU00002	

PARTIAL PAY	2.50
***TOTAL	2.50

[CASH_TOTAL]

GLU#1002	0001
PLU00003	
1x25.10	25.10
PLU00002	

PARTIAL PAY	2.50
CASH	2.50
***TOTAL	2.50
BS RETURN or NBAL	

[NBAL]

	0001
***TOTAL	0.00

Example**Bill separating by person****Key Operation**

1003 [GLU]
[B.S._PERSON]

2 [ENTER]

Select "1. IND. PAYMENT"

[CASH_TOTAL]

Display

ENTER # OF GUEST
PARTIAL PAY

BACK SPACE	CLEAR	
7	8	9
4	5	6
1	2	3
0		00
CANCEL	ENTER	



PAYMENT SELECT

1. IND. PAYMENT	2. ALL PAYMENT
-----------------	----------------



GLU#1003	0001
1x15.20	15.20
PLU00003	
1x2.60	2.60
PLU00005	

PARTIAL PAY	8.90
***TOTAL	8.90



GLU#1003	0001
PLU00003	
1x2.60	2.60
PLU00005	

PARTIAL PAY	8.90
CASH	8.90
***TOTAL	8.90
Press BS RETURN	



[B.S._RETURN]

GLU#1003	0001
1x15.20	15.20
PLU00003	
1x2.60	2.60
PLU00005	

PARTIAL PAY	8.90
***TOTAL	8.90



[CASH_TOTAL]

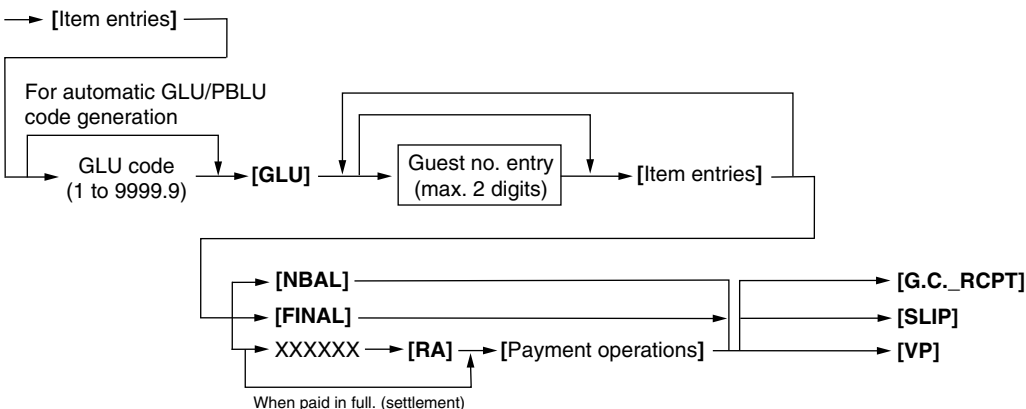
GLU#1003	0001
PLU00003	
1x2.60	2.60
PLU00005	

PARTIAL PAY	8.90
CASH	8.90
***TOTAL	8.90

Transaction migration

This POS terminal allows you to migrate the transaction of non-GLU type to the GLU file.

Procedure



NOTE

The transaction migration can be operated before payment operation was made.

Example

Key Operation	Display
[PLU 00002]	GLU#1006 0001
[PLU 00003]	PLU00002
1006 [GLU]	2x1.00 2.00
[NBAL]	PLU00003
	1x6.20 6.20
	PLU00005

	***NBAL 36.30

■ Recall transaction

You can recall data of closed transactions. All payment operations are canceled for the recalled guest checks, and the transaction is opened again.

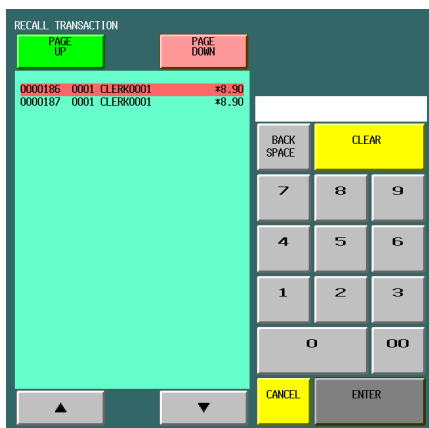
Following operation are available after a recall:

- To correct items
- To add tip
- To edit media

Procedure

1) → (Enter the transaction no.) → **[RECALL_TRANS.]** : The transaction is recalled.

If the transaction is selected from the closed transaction list, touch the **[RECALL_TRANS.]** key without a transaction no. entry to display the closed transaction list.



Then select the object transaction and touch the **[ENTER]** key to recall the transaction.
To cancel the operation, touch the **[CANCEL]** key.

2) Perform entries for the recalled transaction.

Example

Key Operation	Display
[RECALL_TRANS.]	GL#1003 0001
Select the transaction no. "0000186" [ENTER]	1x15.20 15.20
[CASH_TOTAL]	PLU00003
	1x2.60 2.60
	PLU00005
	PARTIAL PAY 8.90
	CASH 8.90
	***TOTAL 8.90

Ordering System

■ Customer advance ordering

Perform this function to register a customer advance order.

An ordering number is assigned to each customer advance order. Every time a new customer advance order is registered, an incremented ordering number is assigned to the order. If the order is finalized or canceled, the once-assigned ordering number will never be used again.

● New ordering

Procedure

- 1) Touch the **[ADVANCE_ORDER]** key, the following window is displayed.

- 2) Touch the **[NEW]** key, the following window is displayed.
To cancel the operation, touch the **[CANCEL]** key.

- 3) Enter each item (DATE/TIME) and touch the **[ENTER]** key.
- 4) Perform the sales registration entry.

NOTE

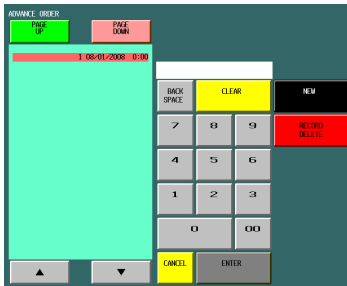
New advanced orders must be temporarily closed with the **[NBAL]** or **[FINAL]** key. When the purchase order date comes, finalize them by cash, check or credit tendering.

• Additional ordering

Procedure

- 1) → (Enter the ordering no.) → **[ADVANCE_ORDER]** : The order record is appeared. Skip to the next step 2).

If the order record is selected from the list, touch the **[ADVANCE_ORDER]** key without a ordering no. to display the list.



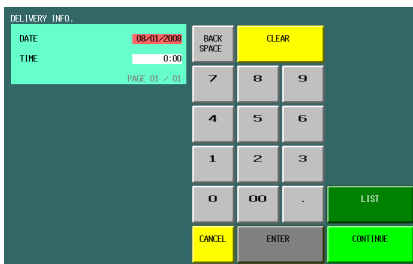
Then select the order record and touch the **[ENTER]** key to display the record. To cancel the operation, touch the **[CANCEL]** key.

- 2) Perform the sales registration entry.

NOTE

To correct the DATE/TIME, touch the **[CORRECT_ORDER]** key. The confirmation window “YES/NO” is displayed.

Then select “YES”. The following display is displayed.

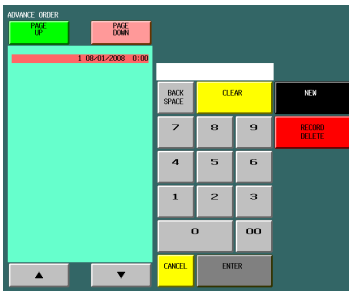


Enter each item (DATE/TIME) and touch the **[ENTER]** key.

- Delete the order record

Procedure

1) Touch the **[ADVANCE_ORDER]** key, the following window is displayed.



2) Select the order record and touch the **[RECORD_DELETE]** key. The confirmation message is displayed.
To delete the order, select "YES". To cancel the deletion, select "NO".
To cancel the operation, touch the **[CANCEL]** key.

■ Credit customer advance ordering

Perform this function to register a credit customer advance order. Unlike a customer advance order, a credit customer advance order contains the following two numbers: customer number and customer related consecutive number.

The customer number is six digits and the customer related consecutive number is 1 to 10 by default. They can be changed to five digits and 1 to 99 respectively by programming. To program the setting, please consult your authorized SHARP dealer.

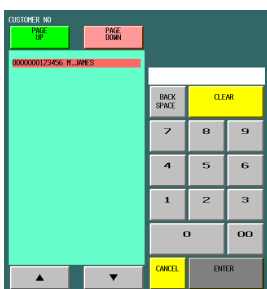
The customer related consecutive number is incremented every time a credit customer advance order is registered.

● New ordering

Procedure

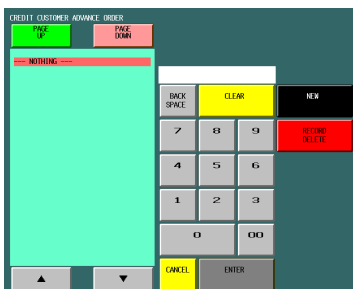
- 1) → (Enter the customer code) → **[CREDIT_ORDER]** : The order record is appeared. Skip to the next step 2).

If the customer is selected from the list, touch the **[CREDIT_ORDER]** key without a customer code to display the list.



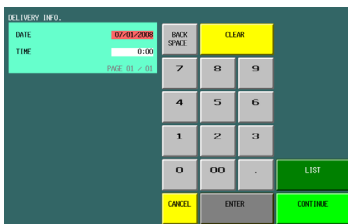
Then select the customer and touch the **[ENTER]** key. The order record is appeared. Skip to the next step 2).

To cancel the operation, touch the **[CANCEL]** key.



- 2) Touch the **[NEW]** key, the following window is displayed.

To cancel the operation, touch the **[CANCEL]** key.



- 3) Enter each item (DATE/TIME) and touch the **[ENTER]** key.

- 4) Perform the sales registration entry.

NOTE

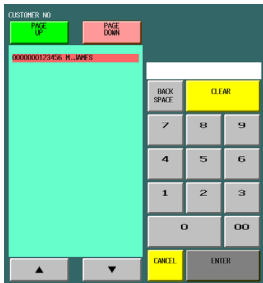
New advanced orders must be temporarily closed with the **[NBAL]** or **[FINAL]** key. When the purchase order date comes, finalize them by cash, check or credit tendering.

• Additional ordering

Procedure

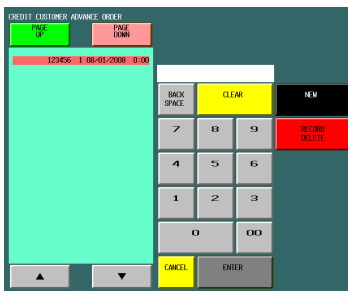
- 1) → (Enter the customer code) → **[CREDIT_ORDER]** : The order record is appeared. Skip to the next step 2).

If the customer is selected from the list, touch the **[CREDIT_ORDER]** key without a customer code to display the list.



Then select the customer and touch the **[ENTER]** key. The order record is appeared. Skip to the next step 2).

To cancel the operation, touch the **[CANCEL]** key.

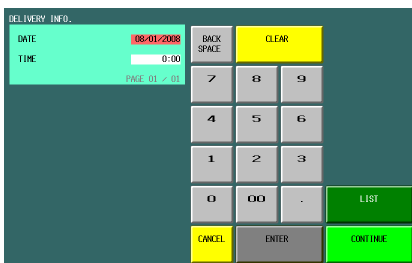


- 2) Select the order record and touch the **[ENTER]** key to display the record.
To cancel the operation, touch the **[CANCEL]** key
- 3) Perform the sales registration entry.

NOTE

To correct the DATE/TIME, touch the **[CORRECT_ORDER]** key. The confirmation window "YES/NO" is displayed.

Then select "YES". The following display is displayed.



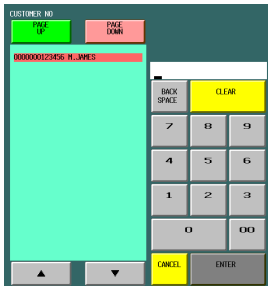
Enter each item (DATE/TIME) and touch the **[ENTER]** key.

- Delete the order record

Procedure

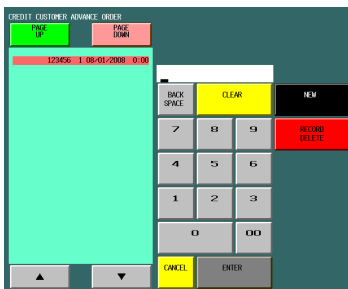
- 1) → (Enter the customer code) → **[CREDIT_ORDER]** : The order record is appeared. Skip to the next step 2).

If the customer is selected from the list, touch the **[CREDIT_ORDER]** key without a customer code to display the list.



Then select the customer and touch the **[ENTER]** key. The order record is appeared. Skip to the next step 2).

To cancel the operation, touch the **[CANCEL]** key.



- 2) Select the order record and touch the **[RECORD_DELETE]** key. The confirmation message is displayed. To delete the order, select "YES". To cancel the deletion, select "NO". To cancel the operation, touch the **[CANCEL]** key.

■ Article order masks

NOTE

To use this function, please consult your SHARP authorized dealer.

Article order masks are basically the data entry forms of orders to be sent from the POS terminal to the headquarters. They are also used for the forms of merchandise returns, inventories, delivery notes, etc. There are two types of article order masks: order masks and universal masks. You can create up to 25 masks (mask no 1 to 25) in total. The first five of them are used for order masks and the rest are used for universal masks.

● Order masks

Order masks are mainly used to send orders to the headquarters. Mask no. 1 to 5 are reserved for order masks.

In an order mask, you can program orders the number of deliveries a day. One delivery is called "TOUR". For example, 100 sandwiches are delivered at 6 a.m. as TOUR1, 200 sandwiches at 11 a.m. as TOUR2 and 50 sandwiches at 3 p.m. as TOUR3.

The mask data (article codes, texts and order proposals) are downloaded to the POS terminal from the back office. On the POS terminal, you open the mask data, confirm the order proposals and enter the quantities for the articles. The mask data is uploaded online using a computer.

● Universal masks

Universal masks enable you to send information such as merchandise returns, inventories, etc. to the headquarters. Mask no. 6 to 25 are reserved for universal masks.

The mask data (article codes and texts) are downloaded to the POS terminal from the headquarters. On the POS terminal, you enter information such as the quantities of returns, inventories, etc. into the mask data.

The mask data is uploaded online using a computer.

One of the universal masks can also be utilized as branch-to-branch stock transfer. To use this function, you need to specify the mask no. to be used as stock transfer in the PGM2 mode.

Procedure

→ (Mask no.) → **[MASK]** → [Date entry]

If the mask is selected from the list, touch the **[MASK]** key without a mask no. to display the list.

Select the mask no. and touch the **[ENTER]** key. The procedure skips to the date entry.

To cancel the operation, touch the **[CANCEL]** key.

Auxiliary Entries

■ Percent calculations (% premium or % discount)

Your POS terminal provides percent calculations for a merchandise subtotal or each item entry. You need to program, in advance, for which merchandise subtotal or which item entry your POS terminal should perform a percent calculation.

For percent calculations (premium, discount, merchandise subtotal or individual), you may use the [% n] key.

Percentage: 0.01 to 100.00%

Procedure

For item entries: (Item entry) → Percent rate → [% n]

When the programmed percent rate is used, touch the [% n] key without entering the percent rate.

For the subtotal: → [SUBTOTAL] → Percent rate → [% n]

When the programmed percent rate is used, touch the [% n] key without entering the percent rate.

Example

Key Operation	Display
[PLU 00002]	0001
[%1]	1x1.00 1.00
[PLU 00003]	PLU00003
[SUBTOTAL]	SUBTOTAL 1.90
7.5 [%2]	-7.50%
[CASH_TOTAL]	%2 -0.14
	CASH 1.76
	***TOTAL 1.76

■ Discount entries (-)

For item discount or subtotal discount, you can use the **[(-) n]** key when it is allowed by the programming.

Procedure

- For item entries: (Item entry) → Discount amount → **[(-) n]**
When the programmed discount amount is used, touch the **[(-) n]** key without entering the discount amount.
- For the subtotal: → Discount amount → **[(-) n]**
When the programmed discount amount is used, touch the **[(-) n]** key without entering the discount amount.

Example

Key Operation	Display
[PLU 00002]	PLU00002 0001
[(-)1]	(-) 1 -0.20
[PLU 00003]	1x1.00 1.00
85 [(-)2]	PLU00003
[CASH_TOTAL]	(-) 2 -0.85
	CASH 0.95
	***TOTAL 0.95

■ Refund entries

For a refund entry, touch the **[REFUND]** key just before you touch a department key, **[DEPT#]** key, direct PLU key or **[PLU_EAN]** key or just before you scan an EAN code. The operation before touching the **[REFUND]** key is the same as the one of normal operation. For example, if a refund item is the one entered into a department, enter the amount of the refund, then touch the **[REFUND]** key and the corresponding department key in this order; if an item entered into a PLU is returned, enter the corresponding PLU code, then touch the **[REFUND]** and **[PLU_EAN]** keys; and if a refund item is the one entered into an EAN, touch the **[REFUND]** key and scan the EAN code.

Example

Key Operation	Display
[PLU 00002]	PLU00003 0001
[REFUND] [PLU 00003]	-7x1.00 R-7.00
7 [X/QTY] 6 [REFUND] [PLU_EAN]	PLU00006
285 [AMOUNT] 2 [REFUND] [DEPT#]	-1x2.85 R-2.85
[CASH_TOTAL]	DPT.02
	CHANGE 9.85
	CHANGE 9.85

■ Return entries

For a return entry, touch the **[RETURN]** key just before you touch a department key, **[DEPT#]** key, direct PLU key or **[PLU_EAN]** key or just before you scan an EAN code. The operation before touching the **[RETURN]** key is the same as the one of normal operation. For example, if a return item is the one entered into a department, enter the amount of the return, then touch the **[RETURN]** key and the corresponding department key in this order; if an item entered into a PLU is returned, enter the corresponding PLU code, then touch the **[RETURN]** and **[PLU_EAN]** keys; and if a return item is the one entered into an EAN, touch the **[RETURN]** key and scan the EAN code.

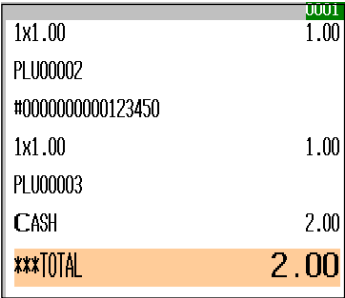
Example

Key Operation	Display
[PLU 00002]	PLU00003 0001
[RETURN] [PLU 00003]	-7x1.00 RT-7.00
7 [X/QTY] 6 [RETURN] [PLU_EAN]	PLU00006
285 [AMOUNT] 2 [RETURN] [DEPT#]	-1x2.85 RT-2.85
[CASH_TOTAL]	DPT.02
	CHANGE 9.85
	CHANGE 9.85

■ Printing of non-add code numbers

Enter a non-add code number such as a guest code number and credit card number within a maximum of 16 digits and touch the [#] key at any point during the entry of a sale. Your POS terminal will print at once.

Example

Key Operation	Display
[PLU 00002] 123450 [#] [PLU 00003] [CASH_TOTAL]	 <p>The screenshot shows a POS terminal display with a green header bar at the top right containing '0001'. The main display area shows the following items and prices: '1x1.00' with a price of '1.00', 'PLU00002', a long alphanumeric code '#000000000123450', '1x1.00' with a price of '1.00', 'PLU00003', 'CASH' with a price of '2.00', and a highlighted orange bar at the bottom showing '***TOTAL' with a price of '2.00'.</p>

■ Printing of free text

You can perform the free text entry before (or after) item entry.

Programmed free text can be printed out by entering the corresponding text code and touching the [TEXT #] key or by touching the corresponding direct text key ([TEXT n]).

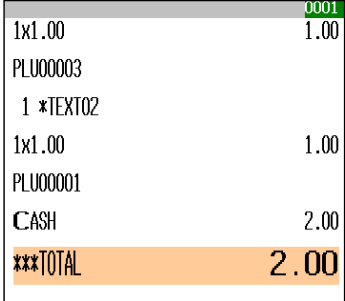
Procedure

- **Direct key entry:** → Q'ty → [TEXT n]
When the q'ty is "1", it is unnecessary to enter the q'ty ("→ Q'ty →").
- **Text code entry:** → Q'ty → [x/QTY] → Text code → [TEXT #]
When the q'ty is "1", it is unnecessary to enter the q'ty ("→ Q'ty → [x/QTY] →").
- **Text entry by the list:** → Q'ty → [x/QTY] → [TEXT #] → Selecting the text
When the q'ty is "1", it is unnecessary to enter the q'ty ("→ Q'ty → [x/QTY] →").

NOTE

- You can void the free text by cursor or touching void operation.
- You can enter free texts before item entry by default. If you want to enter free texts after item entry, please contact your authorized SHARP dealer.

Example

Key Operation	Display
2 [TEXT#] [PLU 00003] [PLU 00001] [CASH_TOTAL]	 <p>The screenshot shows a POS terminal display with a green header bar at the top right containing '0001'. The main display area shows the following items and prices: '1x1.00' with a price of '1.00', 'PLU00003', '1 *TEXT02', '1x1.00' with a price of '1.00', 'PLU00001', 'CASH' with a price of '2.00', and a highlighted orange bar at the bottom showing '***TOTAL' with a price of '2.00'.</p>

Payment Treatment

■ Tip-in entries

Your POS terminal allows the entry of tips that your guests give to clerks in cash or other media (check or credit). The tip in entry assumes that it is carried out in the following system:

- Tip paid by a guest to a clerk is entered in the POS terminal by tip entry, and the restaurant pays the tip amount to the clerk later in cash.
- Tip amount entry to the POS terminal is normally performed by a clerk.

The entry is allowed before payment operation is performed. After the tip entry is performed, item entry is not allowed. The transaction operation must be finalized by payment operation. Two types of tip, cash tip and non-cash tip, are not allowed to be mixed in entry during one transaction operation. Tip entry only in either of them is allowed.

Cash tip entry: In a transaction in which cash tip entry is made, when payment operation is started, the process is as follows:

Cash tender (which may be foreign money) is compulsory until total cash tender exceeds or equals to cash tip amount. Then, check (or credit) tender operation is allowed.

Non-cash tip entry: In a transaction in which non-cash tip entry is made, when payment operation is started, the process is as follows:

Check (or credit) tender is compulsory until total check (or credit) tender exceeds or equals to non-cash tip amount. Then, cash tender operation is allowed.

Procedure

• Cash tip entry

→ Tip amount → [CASH_TIP]

• Non-cash tip entry

→ Tip amount → [NONCASH_TIP]

Example

Key Operation	Display
1007 [GLU]	GLU#1007 0001
200 [CASH_TIP]	PLU00001
200 [CASH_TOTAL]	-----
1500 [CREDIT 1]	CASH TIP 2.00
	CASH 2.00
	CREDIT1 15.00
	CHANGE 0.50
	CHANGE 0.50

■ Tip paid entries

This operation is used when tips that guests have paid by using credit card are paid to respective clerks in cash.

To perform the tip paid entry, touch the [TIP_PAID] key in the MGR mode.

Example

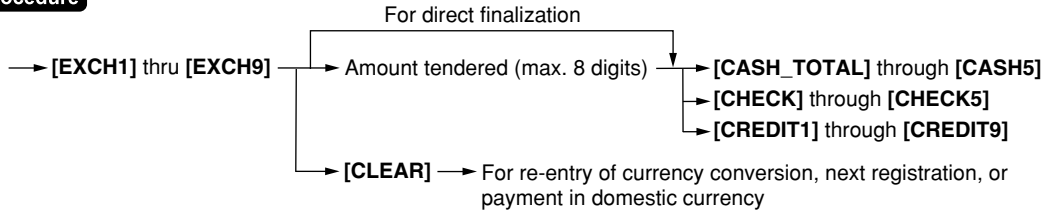
Key Operation	Display
(in the MGR mode) → [TIP_PAID]	<div><div>TIP PAID6.000001</div><div>***TOTAL6.00</div></div>

■ Currency exchange

Your POS terminal allows payment entries in foreign currency after sales entry or during amount tendered entry.

Touching the **[EXCH1]** through **[EXCH9]** keys creates a subtotal in foreign currency. Cash alone can be handled after currency conversion.

Procedure



NOTE

- The terminal also allows you to enter currency conversion from the exchange menu, touch the exchange menu key and select exchange items, then touch the **[ENTER]** key.
- When the amount tendered is short, its equivalent in deficit is shown in domestic currency.
- Change amount will be displayed in domestic currency.
- Availability of credit and check tendering depends on the programming. (Only for the exchange 1).

Case of opening foreign currency drawer:

- At the time of issuing receipt after tendering exchange amount.
 - At the time of issuing X/Z report (included CCD)
 - The **Exchange drawer open function** is executed.
- When the **[EXCH n]** key is touched the foreign currency drawer will be opened.

Example Preset exchange rate (1.550220): EXCH1

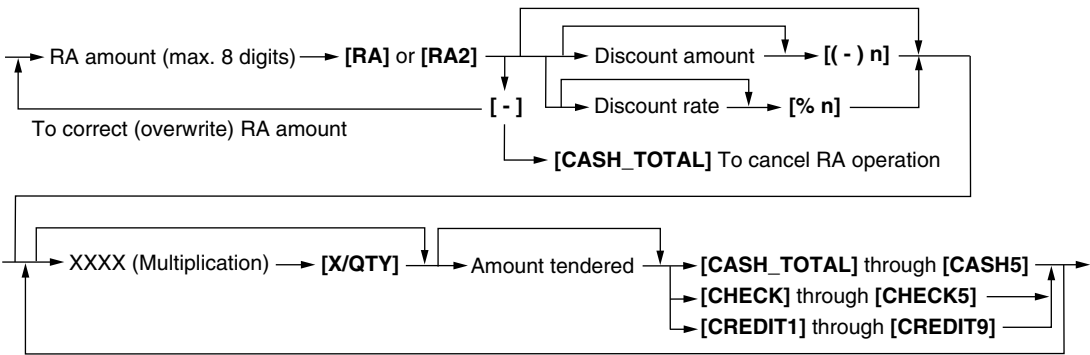
Key Operation	Display
[PLU 00002]	0001
[PLU 00003]	1x46.50 46.50
[EXCH1]	PLU00003
(Amount tendered in foreign currency) 12000 [CASH_TOTAL]	EXCH1 1.550220
	US \$107.74
	CASH US \$120.00
	CHANGE 7.90
	CHANGE 7.90

■ Received-on-account entries

To receive a received-on-account (RA), you can select either of cash only system or mixed tendering system. Select the cash only system when you receive RA by cash only. In the mixed tendering system, you can receive RA by cash, check or credit. In either system, you cannot receive RA in foreign currency. When you want to use the cash only system, contact with your authorized SHARP dealer.

• Mixed tendering system

Procedure



NOTE

Of the [CREDIT1] through [CREDIT9] keys, you may use only the one that is programmed to be capable of entering amounts tendered.

Example

Key Operation	Display
1234567 [#]	#0000000001234567 0001
4500 [RA]	***RA 45.00
500 [CREDIT 1]	CREDIT1 5.00
4000 [CASH_TOTAL]	CASH 40.00
	CHANGE 0.00
	CHANGE 0.00

- **Cash only system**

Procedure

→ RA amount (max. 8 digits) → **[RA]** or **[RA2]**

Example

Key Operation

1234567 [#]
4500 [RA]

Display

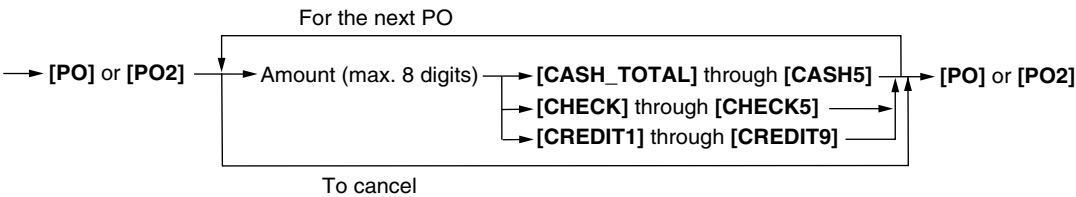
		0001
#0000000001234567		
***RA		45.00
***TOTAL		45.00

■ Paid-out entries

To make a paid-out (PO) entry, you can select either of cash only system or mixed tendering system. Select the cash only system when you make a payment by cash only. In the mixed tendering system, you can make a payment by cash, check or credit. In either system, you must a PO entry only in a transaction. When you want to use the cash only system, contact with your authorized SHARP dealer.

● Mixed media type

Procedure



NOTE

Of the [CREDIT1] through [CREDIT9] keys, you may use only the one that is programmed to be capable of entering amounts tendered.

Example

Key Operation	Display
12345 [#]	<div>#00000000000123450001</div> <div>***PO</div> <div>CASH35.00</div> <div>***PO35.00</div> <div>***TOTAL35.00</div>
[PO]	
3500 [CASH_TOTAL]	
[PO]	

● Cash only system

Procedure

→ Amount (max. 8 digits) → [PO] or [PO2]

Example

Key Operation	Display
123008 [#]	<div>#000000000001230080001</div> <div>***PO</div> <div>15.00</div>
1500 [PO]	
	<div>***TOTAL15.00</div>

■ No-sale (exchange)

Simply touch the **[NO SALE]** key without any entry. The drawer will be opened and the text of no-sale will be printed.

When the no-sale function is programmed to “complex key type”, touch the **[CASH_TOTAL]** key instead of the **[NO SALE]** key.

Example

Key Operation	Display
[NO SALE]	

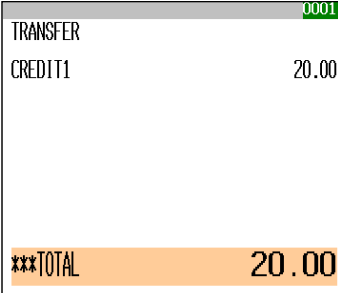
■ Transferring cash

This function is used to change cash sales amount for credit or check sales amount. For example, you can use this function when your guest asks you to credit the payment or to receive payment with check after entering the payment as cash.

Procedure

→ Amount (max. 8 digits) → **[CHECK 1]** through **[CHECK 5]**
→ **[CREDIT 1]** through **[CREDIT 9]**

Example

Key Operation	Display
2000 [CREDIT 1]	

■ Cashing a check

NOTE

To use this function, please consult your authorized SHARP dealer, while you cannot use this function together with the cash transferring function.

Procedure

→ Check amount → [CHECK 1] through [CHECK 5]

Example

Key Operation	Display
435678 [#] 2000 [CHECK]	<div><div>0001</div><div>#0000000000435678</div><div>CA/CHK20.00</div><div>***TOTAL20.00</div></div>

■ Service charge

When the payment operation is made for sales registrations, the service charge amount is calculated and printed. You can program a percent rate for calculating the service charge. If the percent rate is programmed as 0%, the POS terminal does not print any service charge. Service charge is available in automatic VAT 1-6, automatic tax 1-6, automatic VAT 1-3 and automatic tax 4-6 system.

Example

Key Operation	Display
[PLU 00002]	0001
[PLU 00003]	1x6.20 6.20
[SUBTOTAL]	PLU00002
[CASH_TOTAL]	1x1.00 1.00
	PLU00003
	SER.CHRG 0.72
	CASH 7.92
	***TOTAL 7.92

NOTE

To exempt the service charge, touch the **[REMOVE_SERV.CHG]** key before starting payment operation.

Key Operation	Display
[PLU 00002]	0001
[PLU 00003]	1x6.20 6.20
[REMOVE_SERV.CHG]	PLU00002
[CASH_TOTAL]	1x1.00 1.00
	PLU00003
	SER.CHRG 0.00
	CASH 7.20
	***TOTAL 7.20

■ VIP sales

This function is used for transaction for the important guest who is free of charge. In this mode, any unit price is not counted.

Procedure

→ [VIP_SALE 1] through [VIP_SALE 3] → [Item entries] → [CASH_TOTAL]

Example

Key Operation	Display
[VIP_SALES 1]	0001
[PLU 00002]	1x0.00 0.00
[PLU 00003]	PLU00002
[CASH_TOTAL]	1x0.00 0.00
	PLU00003
	CASH 0.00
	***TOTAL 0.00

Customer Management

Your POS terminal can provide the customer management function.

To enable the customer management function, enter the customer code assigned to a customer. You can enter the customer code at any point during a transaction.

Normally customer information (name, code and address) are previously set by the programming. However, you can enter a new customer information during transaction. When an undefined customer code is entered, the message, “UNDEFINED CODE” is displayed, then you can enter the customer’s name and address, which are saved in the customer file.

For the customer registered, you can defer his/her payment. Take the tentative finalization using the charge key. The sales amount is accumulated to the charge amount of each customer. When the customer settles his/her charge account take the received-on account entry.

<Look-up of the customer code>

Procedure

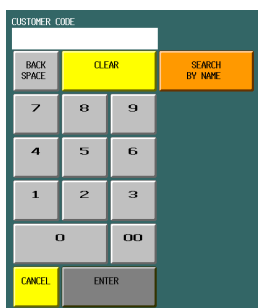
- **Direct entry of the customer code**

- Reading the customer card (by card reader)
- Customer code (max. 13 digits) → **[CUSTOMER]**

*If the customer code is not found in the file, the message “UNDEFINED CODE” is displayed, then the window is displayed to enter a new customer record.

- **Entry from the window**

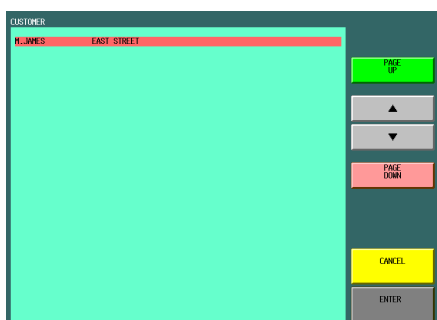
- 1) Touch the **[CUSTOMER]** key, the following window is displayed.



- 2) Enter the customer code and touch the **[ENTER]** key, or scanning the customer code.

* If the customer code is not found in the file, the message “UNDEFINED CODE” is displayed, then the window is displayed to enter a new customer record.

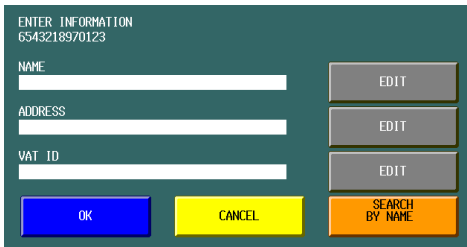
If you want to search the customer record by name, touch the **[SEARCH BY NAME]** key, the text entry window is displayed. In the text entry window, enter the name and touch the **[OK]** key, the customer record list is displayed. Select the record and touch the **[ENTER]** key.



* If the customer name is not found in the list, the new record can be created by touching the **[NEW]** key, then the window is displayed to enter a new customer record.
To cancel the operation, touch the **[CANCEL]** key.

NOTE

**If the customer record is not found in the list, the new record can be created in the following window.*

A screenshot of a software window titled "ENTER INFORMATION" with a teal background. At the top, it displays the number "6543218970123". Below this are three input fields labeled "NAME", "ADDRESS", and "VAT ID". To the right of each input field is a grey button labeled "EDIT". At the bottom of the window are three buttons: a blue "OK" button, a yellow "CANCEL" button, and an orange "SEARCH BY NAME" button.

Touch the **[EDIT]** key for each item and enter "NAME/ADDRESS/VAT ID" data, and touch the **[OK]** key.
To cancel the operation, touch the **[CANCEL]** key.

■ Basic operations

Example

Key Operation

[CUSTOMER]
0800000000075 [ENTER]
[PLU 00003]
[CASH_TOTAL]

Print

```
0800000000075#NAME_2
ADDR_2

1x 1.00          *1.00
PLU00003
-----
```

```
CASH          *1.00
***PBAL       *0.00
CHARGE        *0.00
***NBAL       *0.00
```

- To enter a new customer code in the REG/MGR mode

Key Operation

[PLU 00003]
[CUSTOMER]
0800000001232 [ENTER]
[EDIT] NAME_5 [OK]
[EDIT] ADDR_5 [OK]
[OK]
[CASH_TOTAL]

Print

```
0800000001232#NAME_5
ADDR_5

1x 1.00          *1.00
PLU00003
-----
```

```
CASH          *1.00
***PBAL       *0.00
CHARGE        *0.00
***NBAL       *0.00
```

- When you allow the customer to defer the payment;

Key Operation

[CUSTOMER]
0800000000075 [ENTER]
[PLU 00003]
[CUST_CHARGE]

Print

```
0800000000075#NAME_2
ADDR_2

1x 1.00          *1.00
PLU00003
-----
```

```
CHARGE        *1.00
***PBAL       *0.00
CHARGE        *1.00
***NBAL       *1.00
```

- When the customer settles his/her charge account or partial payment is done;

Key Operation

[CUSTOMER]
0800000000075 [ENTER]
3000 [RA]
[CASH_TOTAL]

Print

```
0800000000075#NAME_2
ADDR_2

***RA          *30.00
CASH          *30.00
***PBAL       *1.00
CHARGE       -30.00
***NBAL      -29.00
```

■ Name and address printing on receipt/bill

NOTE

To use this function, please consult your SHARP authorized dealer.

This function allows you to print on the receipt or bill a name and address saved in the name and address file. The data of the name and address file can be created on your computer and transferred to the POS terminal via online communications or optional SD card.

This function is available in the following situations:

- Touch the **[NAME&ADD]** key during a transaction.
- Touch the **[NAME&ADD]** key in the name input box for a new customer entry.
- After touching a media key programmed to make name and address entries compulsory.

Procedure

- 1) Touch the **[NAME&ADD]** key (or after touching a media key programmed to make name and address entries compulsory). The following window is displayed for "NAME" entry.

- 2) Enter a name and touch the **[OK]** key. The following window is displayed.

- 3) Select the customer record and touch the **[OK]** key. To cancel the operation, touch the **[CANCEL]** key.

If the customer name is not found in the list, the new record can be created by touching the **[NEW]** key, then the window is displayed to enter a new customer record.

Example

Key Operation

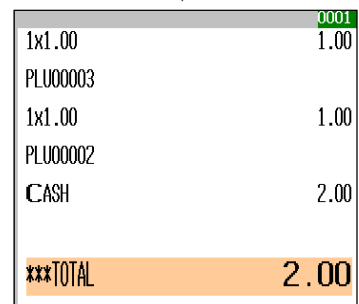
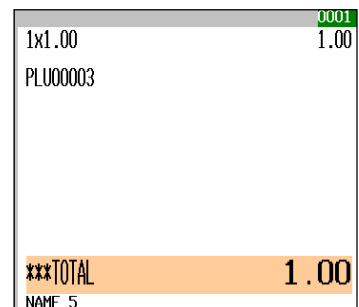
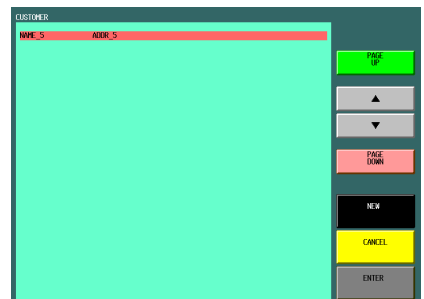
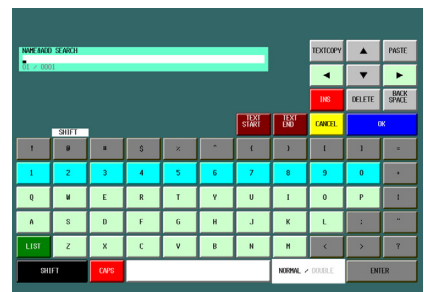
[PLU 00003]
[NAME&ADD]

Enter a name (In this example, "N" is entered) [OK]

(The customer list is displayed.)
Select the customer [ENTER]

[PLU 00002]
[CASH_TOTAL]

Display



Customer bill printing

This function prints the data of customer transactions finalized with the **[CUST_CHARGE]** key.
Enter a customer code for which you want to print the transaction data. The range of data to be printed can be specified by date. You can also choose to clear or keep the printed data.

Procedure

1) Touch the **[CUST_BILL]** key. The following window is displayed.

CUSTOMER BILL

CUSTOMER CODE0000000000

START DATE01/01/2000

END DATE31/12/2099

PRINTERRECEIPT/REPORT PRINTER

PAGE 01 / 01

CUSTOMER NAMENOT AVAILABLE

BACKSPACE

CLEAR

789

456

123

000

LIST

CANCEL

ENTER

CONTINUE

- 2) Enter the customer code (or scan the customer code by bar-code scanner).
Enter the start date (enter “0” to print the data of last date).
Enter the end date.
Select the printer type (“RECEIPT PRINTER/BILL PRINTER”) by using the **[LIST]** key.
Then touch the **[CONTINUE]** or **[ENTER]** key to print the bill.
To cancel the operation, touch the **[CANCEL]** key.
After the bill printing, the message “Delete ?” is displayed, to delete the printed bill data, select “1.YES”.

Example

Key Operation

[CUST_BILL]
0800000000075 [ENTER]
221208 [ENTER]
251208 [ENTER]
Select “Receipt PRINTER”
[CONTINUE]

(The bill print processing)
To delete the data, select “1.YES”.
To keep the data, select “2.NO”.

Print

10/01/2008

0001 CLERK0001 #0270 12:50

BILL

08000000000075#NAME_2

ADDR_2

10/01/2008 12:04

CHARGE *1.00

1x 1.00 *1.00

PLU00003

10/01/2008 12:07

CHARGE -30.00

***RA *30.00

01/01/2008 -> 10/01/2008

CHARGE -29.00

Employee Function

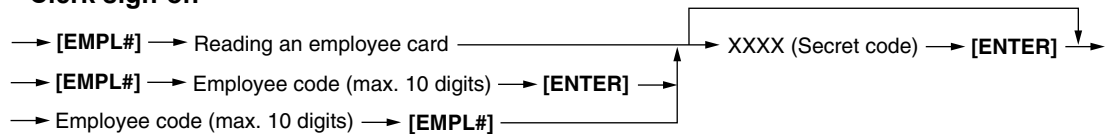
You can use the following functions by using employee codes:

Clerks or managers can be signed on by entering employee codes, or they can be signed on by using employee cards. To use an employee card, you need a magnetic card reader (MCR). Contact your authorized SHARP dealer.

Use the following procedures:

Procedure

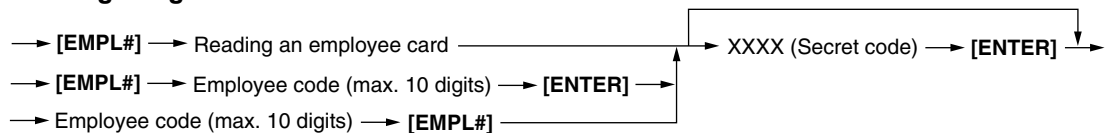
• Clerk sign-on



NOTE

In the case of "Contact-less clerk key system," sign-on cannot be done by this procedure.

• Manager sign-on



■ Employee's working time recording

You can manage the number of hours for which employees work.

The working time can be recorded by the following operations:

• Time-in/out and break-in/out operations

NOTE

The POS terminal allows a clerk to sign-on or off without checking the clerk's time-in or out.

Procedure

• Time-in

- 1) Touch the **[TIME_IN]** key. The following window is displayed to enter the employee code.



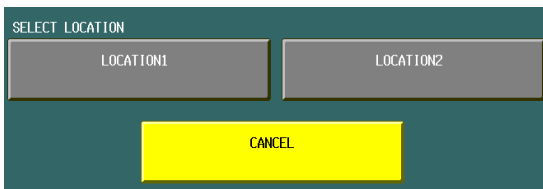
The 'EMPLOYEE CODE' window features a title bar and a numeric keypad. The keypad includes a 'BACK SPACE' button, a 'CLEAR' button, and digits 1-9, 0, and 00. At the bottom are 'CANCEL' and 'ENTER' buttons.

- 2) Enter the employee code (max. 10 digits) and touch the **[ENTER]** key (or read the employee card).
- 3) If the secret code is requested, enter the secret code and touch the **[ENTER]** key in the following window.



The 'ENTER SECRET CODE' window has a title bar, a masked input field (****), and a numeric keypad identical to the employee code window. It includes 'BACK SPACE', 'CLEAR', digits 1-9, 0, 00, and 'CANCEL'/'ENTER' buttons.

- 4) If the job location entry is requested, select the job location in the following window.



The 'SELECT LOCATION' window displays two buttons labeled 'LOCATION1' and 'LOCATION2'. A yellow 'CANCEL' button is positioned at the bottom center.

- 5) Enter or select the clerk code in the following window. If the clerk is not assigned, enter "0" as a code.

CLERK CODE			
0001 CL001			
0002 CL002			
0003 CL003	BACK SPACE	CLEAR	
0004 CL004	7	8	9
	4	5	6
0006 CL006	1	2	3
0007 CL007	0	00	
0008 CL008			
0009 CL009			
0010 CL010	CANCEL	ENTER	

- 6) If the working time shift window is displayed, select the working time shift from the list.

TIME IN	
SHIFT 1	SHIFT 6
SHIFT 2	
SHIFT 3	
SHIFT 4	
SHIFT 5	
CANCEL	

- 7) If the drawer selection window is displayed, select the drawer (or none).

• Time-out

- 1) Touch the **[TIME_OUT]** key. The following window is displayed to enter the employee code.

EMPLOYEE CODE		
BACK SPACE	CLEAR	
7	8	9
4	5	6
1	2	3
0	00	
CANCEL	ENTER	

- 2) Enter the employee code (max. 10 digits) and touch the **[ENTER]** key (or read the employee card).
 3) If the secret code is requested, enter the secret code and touch the **[ENTER]** key in the following window.

ENTER SECRET CODE		

BACK SPACE	CLEAR	
7	8	9
4	5	6
1	2	3
0	00	
CANCEL	ENTER	

• Break-in

- 1) Touch the **[BREAK]** key. The following window is displayed to enter the employee code.



EMPLOYEE CODE

BACK SPACE CLEAR

7 8 9

4 5 6

1 2 3

0 00

CANCEL ENTER

- 2) Enter the employee code (max. 10 digits) and touch the **[ENTER]** key (or read the employee card).
- 3) If the secret code is requested, enter the secret code and touch the **[ENTER]** key in the following window.



ENTER SECRET CODE

BACK SPACE CLEAR

7 8 9

4 5 6

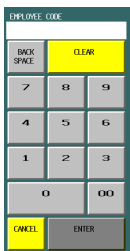
1 2 3

0 00

CANCEL ENTER

• Break-out

- 1) Touch the **[BREAK]** key. The following window is displayed to enter the employee code.



EMPLOYEE CODE

BACK SPACE CLEAR

7 8 9

4 5 6

1 2 3

0 00

CANCEL ENTER

- 2) Enter the employee code (max. 10 digits) and touch the **[ENTER]** key (or read the employee card).
- 3) If the secret code is requested, enter the secret code and touch the **[ENTER]** key in the following window.



ENTER SECRET CODE

BACK SPACE CLEAR

7 8 9

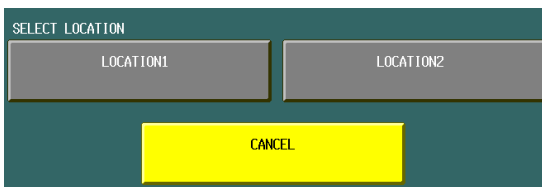
4 5 6

1 2 3

0 00

CANCEL ENTER

- 4) If the job location entry is requested, select the job location in the following window.



SELECT LOCATION

LOCATION1 LOCATION2

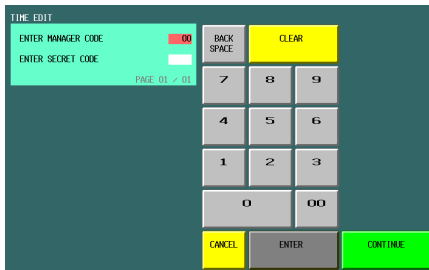
CANCEL

• Time-edit operations

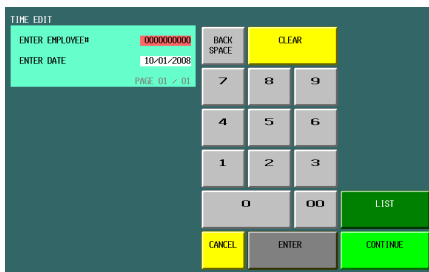
A manager can edit employee's time-in/out data to record his or her time correctly.

Procedure

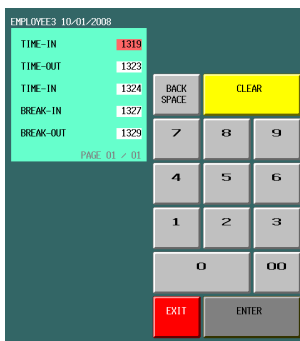
- 1) Select the "OPXZ" mode and touch the "EMPLOYEE" menu, then touch the "TIME EDIT" job.
The following window is displayed.



- 2) Enter the manager code and secret code, then touch the **[ENTER]** key or the **[CONTINUE]** key.
The following window is displayed to enter the employee code.



- 3) Enter the employee code and touch the **[ENTER]** key (or read the employee card). If you want to select the employee from the list, touch the **[LIST]** key and select the employee.
Enter the date of editing the working time, then touch the **[ENTER]** key or the **[CONTINUE]** key.
The working time data window is displayed.



- 4) Select the line to edit the time, then enter a correct time and touch the **[ENTER]** key.
To finish the editing job, touch the **[EXIT]** key.

Employee's working time shift

This function enables you to control the employees' working time shifts. Working time shifts of a day are divided into a maximum of nine.

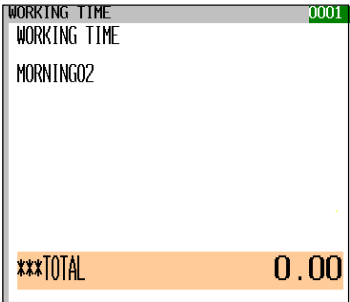
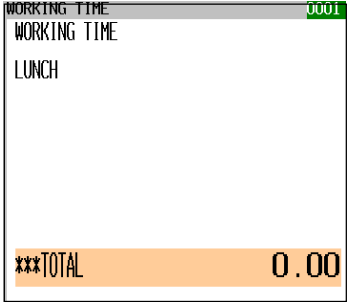
You can also use this function to control CCD entries, forcing the employees to make those entries at this operation (CCD per shift).

Example

In case the shift 2 (MORNING02) is shifted to the shifts 3 (LUNCH).

6:00 - 9:00 :	MORNING01	(SHIFT1)
9:00 - 11:00 :	MORNING02	(SHIFT2)
11:00 - 14:00 :	LUNCH	(SHIFT3)
14:00 - 16:00 :	AFTERNOON	(SHIFT4)
16:00 - 19:00 :	EVENING	(SHIFT5)
19:00 - 23:00 :	NIGHT	(SHIFT6)

In this example, SHIFT7 to 9 are not used.
Touch the **[WORK_CHANGE]** key to move the current shift to the next one.
When the shift reaches the last one (SHIFT6 in this example), it returns to the SHIFT1.

Key Operation	Display
[WORK_CHANGE]	
[WORK_CHANGE]	

NOTE

- To use this function, the employee must assign their working time shift at the time-in operation.
- The employee can make operations only at the assigned working time shift.
- If you program the POS terminal to require a CCD entry at the working time shift operation, the CCD entry window is displayed.
- You can also program the POS terminal to allow the employee to make a CCD entry anytime after the working time shift operation. In this case, the message "CCD IS NOT DONE" appears to remind you to complete the CCD entry if the employee makes a time-out operation without completing the CCD entry when the working time is shifted.

Customer Relation Management

■ Group discount entries

The terminal provides the percent calculation (discount/premium) for associated group.
Percentage: 0.01 to 100.00% (programmed rate)

• Display of the group discountable subtotal

Procedure

→ [GR.DISC_SHIFT n] → [SUBTOTAL]

• Group discount entry

Procedure

→ (Display of the group discountable subtotal) → Group discount rate → [GROUP_DISC% n]

When you use a programmed rate

• Group discount status shift

The terminal allows you to shift the programmed group discount status of each item by touching the [GR.DISC_SHIFT n] key before (or after) item entries. After each entry is completed, the programmed group discount status of each item is resumed.

Procedure

→ [GR.DISC_SHIFT n] → (Item entry)

Example

Key Operation	Display
[PLU 00002]	0001
[GR.DISC_SHIFT 1] [PLU 00003]	1x1.00 1.00
[GR.DISC_SHIFT 1] [SUBTOTAL]	PLU00003
[GROUP_DISC% 1]	SUBTOTAL 2.00
[CASH_TOTAL]	-10.00%
	GDSC%1 -0.20
	CASH 1.80
	***TOTAL 1.80

■ Bonus points

Customers can get redeemable bonus points for their purchases. There are the following two types of bonus points:

- Bonus points to be given for purchasing specified PLU/EANs.
- Bonus points to be given for purchasing more than the specified amount.

For the former type, the number of bonus points to be given can be programmed in the PLU/EAN article programming.

For the latter type, it can be programmed in the bonus point table.

In the bonus point table, you can also program the discount amount redeemable for the programmed number of bonus points.

Example

<Bonus point table>

Amount1 (1.00) → 1 point
 Amount2 (2.00) → 2 points
 Amount3 (5.00) → 5 points
 Amount4 (10.00) → 10 points

 PLU code 1 → 2 points

Key Operation

[PLU 00001]
 [PLU 00002]
 [CASH_TOTAL]

Print

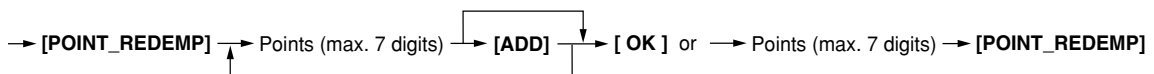
1x 3.20 PLU00001	*3.20
1x 4.50 PLU00002	*4.50
CASH	*7.70
BONUS POINTS	7

• Redemption of bonus points

Customers can redeem their accumulated bonus points for discounts.

Touch the **[POINT_REDEMP]** key at any time before payment operation.

Procedure



Example

Redeemed points: 10
 Redeemed amount: 1.00

Key Operation

[PLU 00001]
 [POINT_REDEMP]
 3 [ADD]
 7 [OK]
 [CASH_TOTAL]

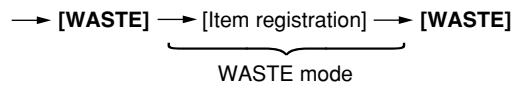
Print

1x 3.20 PLU00001	*3.20
BON. PTS. RDM 10	-1.00
CASH	*2.20

WASTE Mode

This mode is used to throw away an article which has already been prepared and is no longer serviceable.

Procedure



NOTE

- *PLU entries are only allowed in the WASTE mode, and direct and indirect void operations are also allowed in this mode.*
- *When a WASTE-mode transaction is finalized , the drawer does not open.*
- *The consecutive number is incremented every WASTE-mode transaction.*
- *When the WASTE mode is activated by touching the **[WASTE]** key, the mode caption “WASTE” is displayed.*

Example

Key Operation	Print
[WASTE]	
[PLU 00002]	<div> <div>*WASTE*</div> <div>1x 1.00 *1.00</div> <div>PLU00002</div> </div>
[PLU 00003]	
[WASTE]	<div> <div>1x 1.00 *1.00</div> <div>PLU00003</div> </div>

TRAINING Mode

The training mode is used when the operator or the manager practices POS terminal operations.

NOTE

In case "clerk and cashier system" is applied to your POS terminal, cashiers can enter to the training mode.

When a clerk/cashier set in training is selected, the POS terminal automatically enters the training mode, while a clerk/cashier not set in training is selected, the POS terminal automatically enters the ordinary REG mode. A training text and a maximum of two training clerks/cashiers can be programmed.

The training operations are valid in all modes.

A mark which is identifying a training receipt is printed on the receipt which is issued in the training mode.

The journal report completely stops in the training mode. The consecutive number is not updated. The preceding number is repeated in printing.

The memory in clerk/cashier is updated in the training mode. Other memories are not updated.

The GLU codes which are opened in the training mode are also printed on the GLU report. In this case, those GLU codes are distinguished from others by the character of "T." The data of training GLU codes are not added to the total.

The reading and resetting of training clerks/cashiers is printed on the clerk/cashier reports. However, the sales total of training clerks/cashiers is not included in the clerk/cashier total on the full clerk/cashier report.

Example

Key Operation

(Selecting the clerk set in training) **[PLU 00005]**
[PLU 00006]
[CASH_TOTAL]

Print

123456#0288 10/01/2008 15:58	
0004 CLERK0004	
TRAINING	
1x 1.00	*1.00
PLU00005	

1x 1.00	*1.00
PLU00006	

CASH	*2.00

Supervisor Clerk

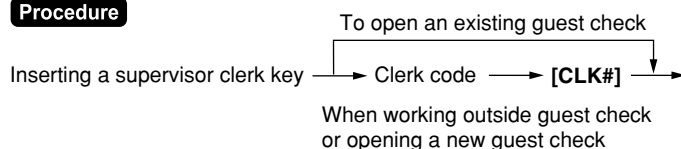
This function is used to substitute a supervisor clerk for an ordinary clerk. The supervisor clerk can make entry as an ordinary clerk by assigning the ordinary clerk code. You can use the supervisor clerk function only for substituting for an ordinary clerk. This function is available only in the real clerk key system.

To use this function, insert a real clerk key assigned supervisor clerk, enter the ordinary clerk code and touch the **[CLK#]** key. When you insert a supervisor clerk key and open an existing guest check, the original clerk who usually controls the guest check will automatically be assigned.

NOTE

- This function is unavailable when the “overlapped clerk function” is enabled.
- When the supervisor clerk and the original clerk are entered, the operation in OPXZ, X1/Z1, X2/Z2, PGM1, or PGM2 mode is inhibited.

Procedure



Example

- When opening a new guest check (GLU code 1010) with this function:

Key Operation	Display
(Inserting a supervisor clerk key: Clerk#12)	
1 [CLK#]	GLU#1010 0001
1010 [GLU]	PLU00001
[PLU 00002]	1x6.20 6.20
[NBAL]	PLU00006

	1x1.00 1.00
	PLU00002
	***NBAL 10.70

NOTE

If it is programmed to display the clerk popup window (“CLERK POPUP” in FUNC.SELECT2 menu), you can start the operation from a GLU code entry. After you touch the **[GLU]** key, the popup window will open for a clerk# entry.

Example

- When receiving payment for the order stored in the GLU code 1010:

Key Operation	Display
(Inserting a supervisor clerk key: Clerk#12)	
1010 [GLU]	GLU#1010 0001
[NBAL]	PLU00001
	1x6.20 6.20
	PLU00006
	1x1.00 1.00
	PLU00002

	***NBAL 10.70

Overlapped Clerk Entry

This function allows you to switch from one clerk to another clerk and to interrupt the first clerk's entry. So the second clerk can do his or her entry in this mode. Interrupt handling is possible only in the overlapped clerk entry. For actual use of this function, contact your authorized SHARP dealer.

NOTE

- The overlapped clerk entry is available only in the clerk entry system.
- The overlapped clerk entry is not effective while the tendering sale is going on.
- If any clerk is still making an entry (or has not finalized the transaction yet), the POS terminal does not run in any mode other than REG and MGR, and no X/Z reports can be printed. The message "CLERK REMAINED" and the related clerk are displayed.

Example

Clerk 1: Entry started
 Clerk 2: Clerk change (1 to 2), interrupt initiated
 Clerk 2: Transaction finished
 Clerk 1: Clerk change (2 to 1), entry restarted

Key Operation

(Clerk 1 is assigned.
 (Clerk key 1 is inserted.)) **[PLU 00001]**
 [PLU 00002]
 [PLU 00002]

(Clerk 2 is assigned.
 (Clerk key 2 is inserted.)) **[PLU 00003]**
 [PLU 00005]
 [CASH_TOTAL]

(Clerk 1 is assigned.
 (Clerk key 1 is inserted.)) **[PLU 00006]**
 [PLU 00002]
 [CASH_TOTAL]

Display

0001	
1x1.00	1.00
PLU00001	
1x1.00	1.00
PLU00002	
1x1.00	1.00
PLU00002	
***TOTAL	3.00
PLU00002	1.00

0002	
1x1.00	1.00
PLU00003	
1x1.00	1.00
PLU00005	
CASH	2.00
***TOTAL	2.00

0001	
PLU00002	
1x1.00	1.00
PLU00006	
1x1.00	1.00
PLU00002	
CASH	5.00
***TOTAL	5.00

6

Corrections

Correction of Entries

If you make an incorrect entry (relating to item entries, percent entries, amount discount entries, refund entries, return entries, manual amount tax entries, and tip entries), you can void or correct entries as follows.

Procedure

• Voiding the entry

(1) Select the line of designated item in the receipt window. (The selected line will be highlighted.)

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

(2) Touch the [-] key.

1	PLU00001	1.00
1	PLU00002	2.00

• Voiding the printed entry

(1) Select the line of designated item in the receipt window. (The selected line will be highlighted.)

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

1	PLU00004	4.00

(2) Touch the [-] key.

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

1	PLU00004	4.00
1	PLU00002 V -	2.00

• Voiding multiple item

(1) Select the lines of designated items in the receipt window. (The selected line will be highlighted.)

2	PLU00001	2.00
2	PLU00002	4.00
2	PLU00003	6.00

(2) Touch the [-] key.

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

• Repeat the item entry

(1) Select the line of designated item in the receipt window. (The selected line will be highlighted.)

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

(2) Touch the [+] key.

1	PLU00001	1.00
1	PLU00002	2.00
2	PLU00003	6.00

• Repeat the serviced item entry

(1) Select the line of designated item in the receipt window. (The selected line will be highlighted.)

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

1	PLU00004	4.00

(2) Touch the [+] key.

1	PLU00001	1.00
1	PLU00002	2.00
1	PLU00003	3.00

1	PLU00004	4.00
1	PLU00002	2.00

Subtotal Void

You can void an entire transaction. Once subtotal void is executed, the transaction is aborted and the POS terminal issues a receipt.

Procedure

- (1) Make item registrations
- (2) Touch the **[SUBTOTAL]** key.
- (3) Touch the **[-]** key.
- (4) Touch the **[SUBTOTAL]** key.

Example

Key Operation	Display
[PLU 00002]	0001 1x1.00 1.00
[PLU 00003]	PLU00002
[SUBTOTAL]	1x1.00 1.00
[-]	PLU00003
[SUBTOTAL]	SBTL VD -2.00
	***TOTAL 0.00
	***TOTAL 0.00

Correction of Incorrect Entries Not Handled by the Direct, Indirect or Subtotal Void Function

Any errors found after the entry of a transaction has been completed or during an amount tendered entry cannot be voided. These errors must be handled by the manager.

The following steps should be taken.

1. If you are making the amount tendered entry, finalize the transaction.
2. Make correct entries from the beginning.
3. Hand the incorrect receipt to your manager for its cancellation.

7

Special Printing Function

Receipt ON/OFF

The receipt ON(printing receipt)/OFF(no receipting) status can be toggled by touching the **[RCPT_ONOFF]** key.

→ (Receipt ON) → **[RCPT_ONOFF]** → (Receipt OFF) → **[RCPT_ONOFF]** → (Receipt ON)

Copy Receipt Printing

If your customer wants a receipt after you have finalized a transaction with the receipt ON/OFF function in the “OFF” state (no receipting), touch the **[RCPT]** key. Your POS terminal will also print a copy receipt when the receipt ON/OFF function is in the “ON” state.

Example

Printing a receipt after making the entries shown below with the receipt ON-OFF function “OFF” status

Key Operation

[PLU 00002]
3 [X/QTY] [PLU 00001]
[CASH_TOTAL]

For receipting → **[RCPT]**

Print

Print on the journal {

1x 4.50	*4.50
PLU00002	
3x 3.20	*9.60
PLU00001	
CASH	*14.10

Print on the receipt {

1x 4.50	*4.50
PLU00002	

3x 3.20	*9.60
PLU00001	

CASH	*14.10

“COPY” is printed on the copy receipt.

COPY	
1x 4.50	*4.50
PLU00002	

3x 3.20	*9.60
PLU00001	

CASH	*14.10

Guest Check Copy

You can use this function when you want to make a copy of a guest check.
Touch the **[GC COPY]** key and make the desired entry.

Procedure

→ **[GC COPY]** → (Item entries) → (Finalization) → (**[BILL]** / **[RCPT]**)

NOTE

The operation is the same as normal entry. But the validation printing is disabled and the drawer does not open.

Example

Key Operation	Print
[G.C.COPY] 10 [X/QTY] [PLU 00001] [CASH_TOTAL]	<div><div>*G.C COPY*</div><div>10x 3.20 *32.00 PLU00001</div><div>-----</div><div>CASH *32.00</div></div>

Validation Printing Function

The POS terminal can perform validation printing when it is connected with the slip printer. For the details of slip printer, contact your authorized SHARP dealer.

1. Set a validation slip to the slip printer.
2. Touch the **[VP]** key. The validation printing will start.

NOTE

Programmed compulsory validation printing can be overridden by performing the following operation. If you need this function, contact your authorized SHARP dealer.

→ **[CANCEL]**

Barcode Printing

This function is used to print a barcode which encodes the total amount of the sales or the amounts of each department sales. The transaction must be finalized with the **[CASH2]** key. For details, please contact your authorized SHARP dealer.

Example

Key Operation

[PLU 00001]
[PLU 00002]
[CASH2]

Print

1x 2.50	*2.50
PLU00001	

1x 5.00	*5.00
PLU00002	

CASH2	*7.50
	
2000010007509	

Entertainment Bill

This function is used to print sales data on guest checks (Entertainment bill) on a receipt printer.

Procedure

→ [E. BILL] →

Print sample

SHARP	
BILL NUMBER:4	22/10/2008
0001 CLERK0001	#0293 15:46
BILL	
1x 10.00	*10.00
PLU00001	

CASH	*10. 00

Angaben zum Nachweis der Höhe und der betrieblichen Veranlassung von Bewirtungsaufwendungen	

Bewirtete Person(en) :	

Anlass der Bewirtung:	

Höhe der Aufwendungen	
	*10. 00

bei Bewirtung im Restaurant	

in anderen Fällen	

Ort	Datum
TOWNNAME TOWNNAME	22/10/2008

Unterschrift	

Type of Receipt

You can select one of the following five types of receipts. These types of receipts are available for the transaction receipt. By default, the addition receipt type is selected.

- Addition receipt type
- Single/double receipt type
- Addition + single receipt type
- Double addition receipt type
- Double (addition + single) receipt type

NOTE

*You can shift the printing mode of items for the receipt by touching the **[RCPT SHIFT]** key before item entry (**Receipt Shift function**).*

*→ **[RCPT SHIFT]** (shift to addition) → Item entries → **[RCPT SHIFT]** (shift to single/double) → Item entries →*

• Addition receipt type

The addition receipt is a standard type. Several items can be printed on one receipt.

Addition receipt

10:00	22/10/08
CLERK0001	
1×PLU00001	-----
1×PLU00002	-----
1×PLU00003	-----

- **Single/double receipt type**

When you select this type:

- One receipt is issued and the transaction is finalized each time you enter an item.
- A single receipt or a double receipt is issued depending on the PGM2 programming for the department.
- Each sales transaction is automatically handled as a cash deal.
- Items specified as SICS or SIF are treated as a single type.
- GLU entry is allowed.

Double receipt

14:55 22/10/08 CLERK0001
1xPLU00001

14:55 22/10/08 CLERK0001
** DOUBLE ** 1xPLU00001

← Perforation

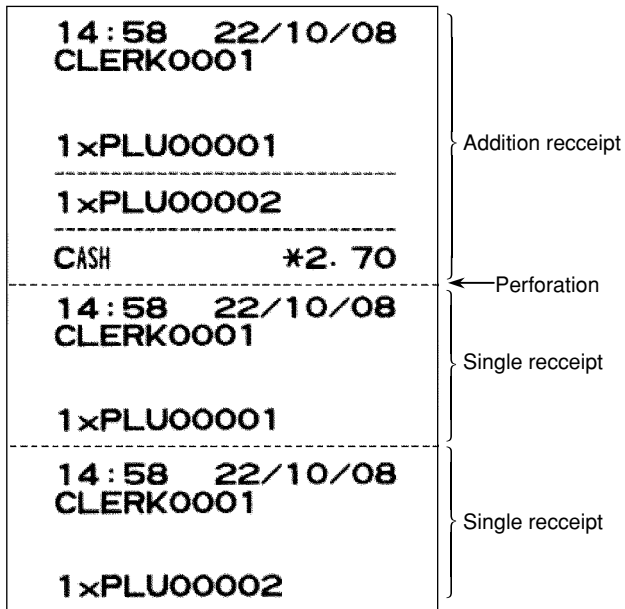
Single receipt

14:55 22/10/08 CLERK0001
1xPLU00001

• Addition + single receipt type

When you select this type:

- An addition receipt and each single receipt are issued in series after you finalize the transaction.
- Footer logo message is printed at the end of the addition receipt part.
- The information on multiplication entry will be printed on a single receipt.



• Double addition receipt type

The contents of this type of receipt is same as the addition receipt type. However, the same receipt will be issued two times.

• Double (addition + single) receipt type

The contents of this type of receipt is same as the (addition + single) receipt type. However, the same receipt will be issued two times.

Sorted Receipt Function

When the sorted receipt function is programmed for your POS terminal, PLUs are printed in sorted form by PLU group regardless of the order that you enter items.

NOTE

The sort group number is temporarily changed by using the **[SORT SHIFT]** key (**Sort Shift function**).

→ Group number → **[SORT SHIFT]** → Item entry

Example

It is assumed that you enter the items in the following order:

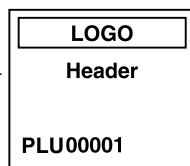
Operation

PLU00001 : Group 0
PLU00002 : Group 1
PLU00003 : Group 2
PLU00004 : Group 1

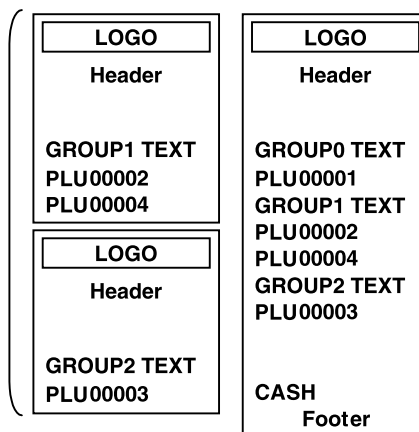
The print format differs depending on the programmed receipt type as follows:

• Addition receipt type

This is printed immediately after entering the PLU of group "0".

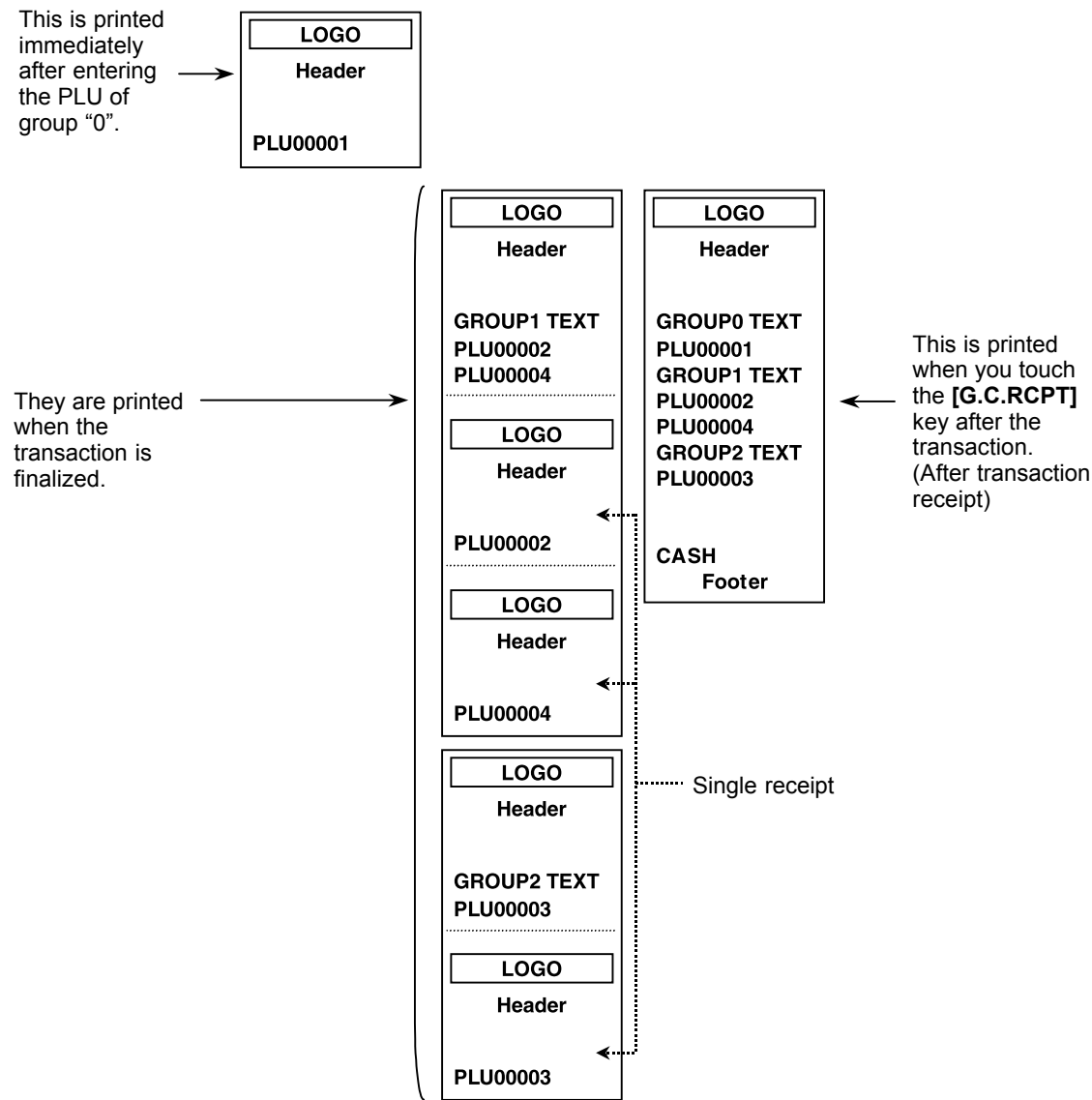


They are printed when the transaction is finalized.



This is printed when you touch the **[G.C.RCPT]** key after the transaction. (After transaction receipt)

• Addition + single receipt type



Electronic Journal

This function is intended to record the journal data in electronic memory instead of journal paper. Also, this data is used instead of Transaction Log data. All transaction data and the operation log is kept in the Electronic Journal File.

Electronic Mail

When the information/status "M" is displayed, the electronic mail is received.
To display the mail contents, touch the **[E-MAIL]** key.

8 Manager mode

The manager mode is used when managerial decisions must be made concerning POS terminal entries, for example, for overriding limitations and for other various non-programming managerial tasks.

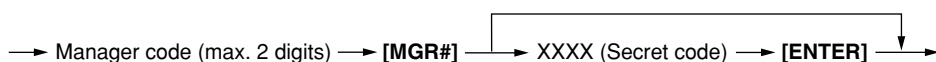
NOTE

Normal POS terminal operations may also be performed in this mode.

Entering the Manager Mode

To enter the manager mode, use the following procedure in the REG mode:

Procedure



Override Entries

Programmed limits (such as maximum amounts) for functions can be overridden by placing the POS terminal in the manager mode.

Tip Paid Entries

This operation is used when tips that guests have paid by using media other than cash (check or credit) are paid to respective clerks in cash.

You can make tip paid entries in the MGR mode only. The tips are paid to corresponding clerks according to their portions.

To perform the tip paid entry, enter the clerk code, then touch the **[TIP_PAID]** key.

Bill Recording / Bill Void

The bill information is recorded to the Closed Transaction File (Bill recording). Each record contains “bill consecutive number”, “cashier number”, “issued date”, and “amount”.

The bill record can be voided from the Closed Transaction File (Bill void). The voided bill number will be used on a newly issued bill to fill the bill report completely.

Procedure

→ Bill number → [-] → ([BILL] / [GC RCPT])

Correction after Finalizing a Transaction (Void mode)

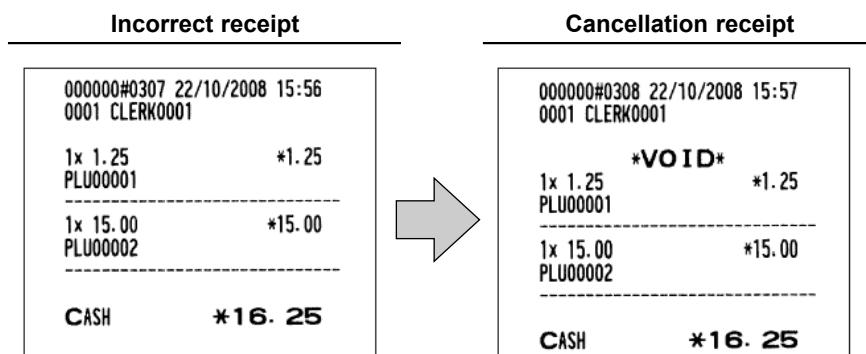
When you need to void incorrect entries that clerks cannot correct (incorrect entries that are found after finalizing a transaction or cannot be corrected by subtotal void), the following procedure can be performed in the MGR mode.

Procedure

- (1) Enter the manager code and touch the **[MGR#]** key, then enter the secret code if applicable.
- (2) Touch the **[-]** key to put your POS terminal in the VOID mode. (Note the mode indication on the display.)
- (3) Repeat the entries that are recorded on the incorrect receipt. (All data on the incorrect receipt is removed from POS terminal memory; the voided amounts are added to the void mode totalizer.)

NOTE

Your POS terminal leaves the VOID mode whenever a transaction is cancelled (i.e. finalized in the VOID mode). To void additional transactions, repeat steps (2) and (3) above.



9

Reading (X) and Resetting (Z) of Sales Totals

- Use the reading function (X) when you need to take the reading of sales information entered after the last resetting. You can take this reading any number of times. It does not affect the POS terminal's memory.
- Use the resetting function (Z) when you need to clear the POS terminal's memory. Resetting prints all sales information and clears the entire memory except for the GT1 through GT3, reset count, and consecutive number.
- X1 and Z1 reports show daily sales information. You can take these reports in the X1/Z1 mode.
- X2 and Z2 reports show periodic (monthly) consolidation information. You can take these reports in the X2/Z2 mode.
- In the OPXZ mode, a clerk and/or cashier can take his or her report.
- If you want to stop the printing report, touch the **[CANCEL]** key. Even if the printing is stopped, the consecutive number (and Z counter if you are printing a Z report) is increased by one.

NOTE

Only when "clerk + cashier system" is applied to your machine, you can take both of Clerk and Cashier reports.

■ How to take a reading (X1, X2, or OPX) or resetting (Z1, Z2, or OPZ) report

[To take a reading (X1, X2, or OPX) report]

1. Select "X1", "X2", or "OPX" MODE in the mode menu window to display the report list.
2. Select a report from the table shown on the next page.
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
4. Select a device ("DISPLAY" or "PRINT") to receive the output.

[To take a resetting (Z1, Z2, or OPZ) report]

1. Select "Z1", "Z2", or "OPZ" MODE in the mode menu window to display the report list.
2. Select a report from the table shown on the next page.
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.

■ Flash report

You can take flash reports (display only) in the X1 mode for department sales, cash in drawer (CID) and sales total at the point you take the report.

1. Select "**FLASH MODE**" in the X1/Z1 mode menu window to display the items list.
2. Select "DEPT. SALES" to take a flash report of department sales, "CID" to take a flash report of cash in drawer, or "SALES TOTAL" to take a flash report of sales total.

■ Report list

Report	Description	Operating modes			Data to be entered/(Remarks)
		OPX/Z	X1/Z1	X2/Z2	
GENERAL	General report	-	X1/Z1	X2/Z2	
<Department>					
DEPT./GROUP	Department by group report	-	X1	X2	Department code (The range can be specified by entering start and end codes.)
DEPT. IND. GROUP	Individual department group report	-	X1	X2	Department group no. (1 to 17)
DEPT. GROUP TOTAL	Department group total report	-	X1	X2	
<PLU/EAN>					
PLU	PLU/EAN sales report	-	X1/Z1	X2/Z2	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU PICK UP	PLU/EAN pickup report	-	X1/Z1	X2/Z2	Using the new picking table or the last picking table
COMBO SALES	Combo sales report	-	X1	X2	PLU code (The range can be specified by entering start and end codes.)
COMBO PICKUP	Combo sales pickup report	-	X1	X2	Using the new picking table or the last picking table
PLU BY DEPT.	PLU/EAN report by associated department	-	X1/Z1	X2/Z2	Department code
PLU IND. GROUP	PLU/EAN individual group report	-	X1	X2	PLU/EAN group no.
PLU GROUP TOTAL	PLU/EAN group total report	-	X1	X2	
PLU STOCK	PLU/EAN stock report	-	X1	-	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU STOCK PICK UP	PLU/EAN stock pickup report	-	X1	-	Using the new picking table or the last picking table
PLU TOP 20	PLU/EAN top 20 sales report by sales amount	-	X1	X2	
	PLU/EAN top 20 sales report by sales quantity	-	X1	X2	
PLU ZERO SALES	PLU/EAN zero sales report	-	X1	X2	
	PLU/EAN zero sales report by associated department	-	X1	X2	Department code
PLU MINIMUM STOCK	PLU/EAN minimum stock report	-	X1	-	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU PRICE CATEGORY	PLU/EAN sales report by price category	-	X1	X2	
PLU HOURLY GROUP	PLU/EAN hourly group report (by specified range)	-	X1	-	For an individual time range
	PLU/EAN hourly group report (all)	-	X1,Z1	-	
PROMOTION PLU	Promotion PLU/EAN report	-	X1,Z1	-	Promotion no. (The range can be specified by entering start and end codes.)

Report	Description	Operating modes			Data to be entered/(Remarks)
		OPX/Z	X1/Z1	X2/Z2	
<Transaction>					
TRANSACTION	Transaction report	-	X1	X2	
TL-ID	Total-in-drawer report	-	X1	X2	
COMMISSION SALES	Commission sales report	-	X1	X2	
TAX	Tax report	-	X1	X2	
CHIEF	Chief report	-	X1	-	
<Personnel>					
ALL CLERK	All clerk report	-	X1,Z1	X2,Z2	
IND.CLERK	Individual clerk report	X,Z	X1,Z1	X2,Z2	
ALL CASHIER	All cashier report	-	X1,Z1	X2,Z2	Only for the clerk + cashier system
IND.CASHIER	Individual cashier report	X,Z	X1,Z1	X2,Z2	Only for the clerk + cashier system
EMPLOYEE	Employee report	-	-	X2,Z2	Employee code (The range can be specified by entering start and end codes.)
EMP. ADJUSTMENT	Employee time adjustment report	-	-	X2	Employee code (The range can be specified by entering start and end codes.)
EMP. ACTIVE STATUS	Employee active status report	-	-	X2	Employee code (The range can be specified by entering start and end codes.)
EMP. OVER TIME	Employee over time report	-	-	X2,Z2	Employee code (The range can be specified by entering start and end codes.)
<Others>					
HOURLY	Hourly report (by specified range)	-	X1	-	For an individual time range
	Hourly report (all)	-	X1,Z1	-	
DAILY NET	Daily net report	-	-	X2,Z2	
LABOR COST%	Labor cost % report	-	X1	-	
GLU	GLU report	-	X1,Z1	-	GLU code (The range can be specified by entering start and end codes.)
GLU BY CLERK	GLU report by clerk	-	X1,Z1	-	
ROOM GLU	Room GLU report	-	X1,Z1	-	Room GLU code (The range can be specified by entering start and end codes.)
ROOM GLU BY CLERK	Room GLU report by clerk	-	X1,Z1	-	
BALANCE	Balance report	-	X1	X2	
BILL	Bill report	-	X1,Z1	-	
CUSTOMER SALES	Customer sales report	-	-	X2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER SALES1	Customer sales report 1 (Only details)	-	-	Z2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER SALES2	Customer sales report 2 (Detail/amount & total)	-	-	Z2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER BY AMT	Customer sales report by specified sales range	-	-	X2	Customer sales range
CHARGE ACCOUNT	Customer charge account report (Customer no payment report)	-	-	X2	

Report	Description	Operating modes			Data to be entered/(Remarks)
		OPX/Z	X1/Z1	X2/Z2	
CUSTOMER ORDERING	Customer ordering report (by specified code range)	-	-	X2,Z2	Customer code (The range can be specified by entering start and end codes.)
	Customer ordering report (by specified date range)	-	-	X2,Z2	Date (The range can be specified by entering start and end date.)
STACKED REPORT	Stacked report 1	-	X1,Z1	X2,Z2	
	Stacked report 2				
E.JOURNAL	Electronic journal	X,Z	X1,Z1	-	

NOTE

- You can pick up PLU/EAN codes for issuing the report. You can pick up new PLU/EAN codes or the codes that were picked up the last time. To pick up new codes, select **"NEW PICKING"**, then enter the required PLU/EAN codes and touch the **[CONTINUE]** button to accept the new list.
To pick up the codes that were picked up last time, select **"LAST PICKING"**.
- The following reports relating to PLU/EAN is issued in the sequence of PLUs and EANs.
PLU, PLU BY DEPT, PLU IND. GROUP, PLU ZERO SALES, PLU STOCK, PLU MINIMUM STOCK and PLU PRICE CATEGORY
Also the EAN codes are printed in the sequence shown below.

EAN-13
EAN-8
UPC-A
UPC-E

Daily Report Samples

■ General report

- **Sample X report**

X1			Read symbol
DEPT. /GROUP			Report title
D01	985.230 Q	95.52%	Sales q'ty
DPT. 01		*3600.47	Ratio of dept. 1 sales amount to "+" dept. total
GUEST	146 Q		Dept. description and sales amount
DEDUCTION	8 Q		Guest counter
		-3.65	Item deduction q'ty
			Item deduction amount
D02	6.000 Q	0.32%	
DPT. 02		*11.94	
GUEST	3 Q		
DEDUCTION	1 Q		
		-0.40	Group 1 total q'ty
GROUP1	991.230 Q	95.84%	Ratio of dept. group 1 sales amount to "+" dept. total
		*3612.41	Group 1 total amount
DEDUCTION	9 Q		Group 1 text
		-4.05	Group 1 item deduction amount
			Group 1 item deduction q'ty
D03	6.000 Q	0.60%	
DPT. 03		*22.77	
GUEST	4 Q		
DEDUCTION	1 Q		
		-0.25	
D04	5.000 Q	0.48%	
DPT. 04		*18.23	
GUEST	3 Q		
DEDUCTION	1 Q		
		-0.60	
GROUP2	11.000 Q	1.09%	
		*41.00	
DEDUCTION	2 Q		
		-0.85	
*DEPT TL 1030.230 Q			100.00%
DEDUCTION 19 Q			*3769.23
			-8.18
D13	6.000 Q		
DPT. 13		-15.60	
GUEST	4 Q		
DEPT (-)	6.000 Q		
			-15.60

D14	7.000 Q		
DPT. 14		*38.06	
GUEST	3 Q		
*HASH TL	7.000 Q	*38.06	“+” hash dept. counter and total
D15	3.000 Q		
DPT. 15		-4.51	
GUEST	2 Q		
HASH (-)	3.000 Q	-4.51	“-” hash dept. counter and total
D16	5.000 Q		
DPT. 16		*4.25	
GUEST	1 Q		
*BTTL TL	5.000 Q	*4.25	“+” bottle return dept. counter and total
D17	5.000 Q		
DPT. 17		-8.60	
GUEST	2 Q		
BTTL (-)	5.000 Q	-8.60	“-” bottle return dept. counter and total
D18	4.000 Q		
DPT. 18		*11.92	
GUEST	3 Q		
*NT TL1	4.000 Q	*11.92	Non-turnover 1 counter and total
D19	3.000 Q		
DPT. 19		*9.79	
GUEST	2 Q		
*NT TL2	3.000 Q	*9.79	Non-turnover 2 counter and total
D20	2.000 Q		
DPT. 20		*10.93	
GUEST	2 Q		
*NT TL3	2.000 Q	*10.93	Non-turnover 3 counter and total
TRANSACTION			Report title
(-) 1	3 Q	-0.60	Subtotal (-) counter and total
(-) 2	1 Q	-0.70	
(-) 3	2 Q	-1.70	
(-) 4	2 Q	-2.24	
%1	1 Q	-1.93	Subtotal % counter and total
%2	1 Q	-1.34	
%3	1 Q	-2.14	
%4	1 Q	-2.28	
NET 1		*3748.28	Net sales total

DIFFER		*0.00	Memory of difference due to rounding *1
TAX1 ST		*974.41	Taxable 1 subtotal
VAT 1		*67.98	VAT 1 total
TAX2 ST		*1273.53	
VAT 2		*37.09	

TAX6 ST		*516.12	
VAT 6		*15.03	
TTL TAX		*189.50	Tax total
CC TAX1 ST		*118.70	Credit customer taxable 1 subtotal
CC VAT 1		*8.28	Credit customer VAT 1 total

CC TAX6 ST		*100.30	
CC VAT 6		*2.92	
CC TTL TAX		*25.09	Credit customer tax total
NET		*3533.69	Net sales total without VAT
VAT SFT		*14.90	VAT shift total
TAX DELE		*4.80	Tax delete total
CC VAT SFT		*2.10	Credit customer VAT shift total
CC TAX DELE		*2.40	Credit customer tax delete total
SER. CHRG		*13.62	Service charge total
		*2	
(-) 5	2 Q	-0.61	Item (-) counter and total
(-) 6	2 Q	-0.53	
(-) 7	17 Q	-8.03	
(-) 8	1 Q	-0.25	
%5	1 Q	-0.39	Item % counter and total
%6	3 Q	-0.39	
%7	1 Q	-0.42	
%8	1 Q	-0.34	
GDSC%1	2 Q	-3.92	Group discount % counter and total

GDSC%10	2 Q	-3.40	
DISCOUNT	5 Q	-6.44	Discount in promotion sale
CP PLU	3 Q	-6.30	Coupon-like PLU counter and total
BON. PTS.		14	Bonus points for item
BON. PTS. AMT		407	Bonus points for amount
BONUS POINTS		421	Bonus points total
BON. PTS. RDM	1 Q	-1.00	Bonus point redemption
REDEMP. TL	1 Q	-1.00	Bonus point redemption total
REFUND	2 Q	*6.50	Refund counter and total
VD	9 Q	*5335.30	REG-mode item void counter and total
VOID	2 Q	*38.00	Void-mode transaction counter and total
MGR VD	8 Q	*38.00	Manager item void counter and total
SBTL VD	1 Q	*15.90	Subtotal void counter and total
WASTE TL	4 Q	*20.70	Waste mode transaction
RETURN	3 Q	*14.20	Return counter and total
HASH VD	2 Q	*3.00	Hash item void counter and total
HASH RF	1 Q	*1.15	Hash item refund counter and total
HASH RT	1 Q	*1.20	Hash item return counter and total
NOTURNVD	1 Q	*1.60	Non-turnover item void counter and total
NOTURNRF	1 Q	*2.10	Non-turnover item refund counter and total
NOTURNRT	1 Q	*1.20	Non-turnover item return counter and total
VP CNT	0 Q		Validation print counter
BILL CNT	1 Q		Bill print counter
NO SALE	2 Q		No-sale (exchange) counter
***PBAL	15 Q		PBAL counter
***NBAL	12 Q		NBAL counter
G. C. CNT	2 Q		Guest check copy counter
GUEST	149 Q		Guest counter

ORDER TL		*3798.19	Order total
PAID TL		*3693.69	Paid total
AVE.		*24.79	Paid total average per guest
O-P		*104.50	Order total – paid total
VIP1 SALE		*9.90	Vip 1 sale
VIP2 SALE		*20.20	Vip 2 sale
VIP3 SALE		*25.40	Vip 3 sale
TRAN. OUT	2 Q	*47.50	Trans out counter and total
TRAN. IN	1 Q	*22.70	Trans in counter and total
BILL BAL	1 Q	*24.80	Bill balance (Trans out – trans in) counter and total
SCM (+)		*2513.80	Starting cash memory (+)
SCM (-)		-43.86	Starting cash memory (-)
SCM TTL		*2469.94	Starting cash memory total
***RA	5 Q	*66.26	Received-on-account counter and total
***RA2	2 Q	*12.94	
(-) 9	2 Q	-0.75	Received-on-account (-) counter and total
%9	2 Q	-1.05	Received-on-account % counter and total
***PO	4 Q	*12.00	Paid-out counter and total
***PO2	2 Q	*6.10	
CA/CHK	1 Q	*3.00	Check cashing counter and total

CA/CHK5	1 Q	*2.00	
DEPOSIT	1 Q	*50.00	Deposit (+) counter and total
DEPO. (-)	1 Q	-10.00	Deposit (-) counter and total
CASH TIP	4 Q	*13.00	Cash tip counter and total
NOCA TIP	2 Q	*5.00	Non-cash tip counter and total
TIP PAID	1 Q	*10.00	Tip paid counter and total
HOTEL TRANS.	1 Q	*18.70	Hotel transfer counter and total
CASH	97 Q	*2652.43	Cash counter and total
CASH2	9 Q	*108.39	Cash 2 counter and total
CASH3	2 Q	*55.10	
CASH4	7 Q	*88.20	
CASH5	3 Q	*70.30	
CHECK	5 Q	*153.81	Check sale counter and total

CHECK5	1 Q	*9.90	
CREDIT1	2 Q	*38.00	Credit 1 sale and tendering counter and total

CREDIT9	2 Q	*39.30	
CHARGE	8 Q	*197.41	Charge counter and total
EXCH1	1 Q	50.00	Exchange 1 cash counter and total
DOM. CUR1		*32.24	

EXCH9	1 Q	40.00	
DOM. CUR9		*30.02	
****CID		*5490.69	Cash in drawer
*CHECK ID		*274.11	Check in drawer
CA/CHK ID		*5764.80	Cash+check in drawer
CHK/CG		*4.10	Change total for check tendering
TICKET		*5.60	Ticket total for change due

• Sample Z report

Z1		
GENERAL Z1	0002	Reset counter
GT1	*00000013784.68	Net grand total (GT2 – GT3)
GT2	*00000019286.50	Grand total of plus registration
GT3	-00000005501.82	Grand total of minus registration
BAL	*00000000201.50	Order – paid total
TR	*00000000004.00	Grand total of training-mode registrations
DEPT. /GROUP		



The subsequent printout occurs in the same format as in the sample X1 report.

*1 Printed in case “Memory of difference due to rounding” is programmed. For details please consult your authorized SHARP dealer.

*2 The following is printed in case add-on tax is included. For details please consult your authorized SHARP dealer.

NET2	*3771.04
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■ Department by group report

X1			Dept. code
DEPT. /GROUP			Sales q'ty
			Dept. description
D01	987.230 Q	95.53%	
DPT. 01		*3607.87	Sales amount
GUEST	147 Q		Guest counter
DEDUCTION	8 Q		Item deduction q'ty
		-3.65	Item deduction amount
D02	6.000 Q	0.32%	Ratio of dept. 2 sales amount to "+" dept. total
DPT. 02		*11.94	
GUEST	3 Q		
DEDUCTION	1 Q		Group 1 total sales q'ty
		-0.40	
GROUP1	993.230 Q	95.85%	Ratio of dept. group 1 sales amount to "+" dept. total
		*3619.81	Group 1 total sales amount
DEDUCTION	9 Q		Group 1 text
		-4.05	Group 1 deduction total amount
			Group 1 deduction total q'ty

GROUP9	8.000 Q	0.77%	
		*29.10	
DEDUCTION	2 Q		
		-0.90	
*DEPT TL	1032.230 Q	100.00%	"+" dept. counter and total
		*3776.63	
DEDUCTION	19 Q		"+" department deduction q'ty and total
		-8.18	
D13	6.000 Q		
DPT. 13		-15.60	
GUEST	4 Q		
DEPT (-)	6.000 Q		"- " dept. counter and total
		-15.60	
D14	7.000 Q		
DPT. 14		*38.06	
GUEST	3 Q		
*HASH TL	7.000 Q		"+" hash dept. counter and total
		*38.06	
D15	3.000 Q		
DPT. 15		-4.51	
GUEST	2 Q		
HASH (-)	3.000 Q		"- " hash dept. counter and total
		-4.51	
D16	5.000 Q		
DPT. 16		*4.25	
GUEST	1 Q		
*BTTL TL	5.000 Q		"+" bottle return dept. counter and total
		*4.25	

D17	5.000 Q		
DPT. 17		-8.60	
GUEST	2 Q		
B TTL (-)	5.000 Q	-8.60	} “-” bottle return dept. counter and total
D18	4.000 Q		
DPT. 18		*11.92	
GUEST	3 Q		
*NT TL1	4.000 Q	*11.92	} Non-turnover 1 counter and total
D19	3.000 Q		
DPT. 19		*9.79	
GUEST	2 Q		
*NT TL2	3.000 Q	*9.79	
D20	2.000 Q		
DPT. 20		*10.93	
GUEST	2 Q		
*NT TL3	2.000 Q	*10.93	

■ Individual department group report

X1					
DEPT. IND. GROUP					
D01	987.230 Q				
DPT. 01		*3607.87			
GUEST	147 Q				
DEDUCTION	8 Q				
		-3.65			
D02	6.000 Q				
DPT. 02		*11.94			
GUEST	3 Q				
DEDUCTION	1 Q				
		-0.40			
GROUP1	993.230 Q				
		*3619.81			
DEDUCTION	9 Q				
		-4.05			

Dept. code
 Sales q'ty
 Dept. description
 Sales amount
 Guest counter
 Item deduction q'ty
 Item deduction amount
 Group 1 text/sales q'ty and total
 Group 1 deduction total q'ty and total

■ Department group total report

X1			
DEPT. GROUP TOTAL			
GROUP1	1039.230 Q	95.82%	Group 1 text/sales q'ty and total
		*3787.07	
GROUP2	12.000 Q	1.25%	
		*49.42	
GROUP9	8.000 Q	0.74%	
		*29.10	
*DEPT TL	1079.230 Q	100.00%	"+" dept. counter and total
		*3952.31	
DEPT (-)	6.000 Q		
		-15.60	"- " dept. counter and total
*HASH TL	7.000 Q		
		*38.06	"+" hash dept. counter and total
HASH (-)	3.000 Q		
		-4.51	"- " hash dept. counter and total
*BTTL TL	5.000 Q		
		*4.25	"+" bottle return dept. counter and total
BTTL (-)	5.000 Q		
		-8.60	"- " bottle return dept. counter and total
*NT TL1	4.000 Q		
		*11.92	Non-turnover 1 counter and total
*NT TL2	3.000 Q		
		*9.79	
*NT TL3	2.000 Q		
		*10.93	

■ PLU/EAN sales report by specified range

X1			When you take a Z report, "Z1" is printed instead of "X1".
PLU			PLU code
	00001-999999999999		PLU range
PLU			
P00001			
PLU00001	139.000 Q	*1164.84	Price level 1 description, sales q'ty and total
WASTE	-2.000 Q	-17.00	Price level 1 waste q'ty and total
PLU00001	8.000 Q	*72.00	Price level 2 description, sales q'ty and total
WASTE	-2.000 Q	-18.00	Price level 2 waste q'ty and total
PLU00001	8.000 Q	*76.00	Price level 3 description, sales q'ty and total
WASTE	-1.000 Q	-9.50	Price level 3 waste q'ty and total
P00002			
PLU00002	305.230 Q	*305.77	
WASTE	-2.000 Q	-4.20	
PLU00002	5.000 Q	*11.00	
WASTE	-2.000 Q	-4.40	
PLU00002	2.000 Q	*6.40	
WASTE	-1.000 Q	-3.20	
P00044			
PLU00044	17.000 Q	*24.28	
WASTE	-1.000 Q	-1.50	
PLU00044	6.000 Q	*12.00	
WASTE	-2.000 Q	-4.00	
PLU00044	5.000 Q	*15.00	
WASTE	-1.000 Q	-3.00	
***TOTAL			
L1	1050.230 Q	*3876.03	Total sales q'ty and total for price level 1
WASTE	-15.000 Q	-65.90	Total waste q'ty and total for price level 1
L2	25.000 Q	*121.00	
WASTE	-9.000 Q	-39.40	
L3	22.000 Q	*118.40	
WASTE	-5.000 Q	-21.70	
COMBO MEAL			
P00022			
PLU00022	10.000 Q	*39.30	Combo meal PLU sales
WASTE	-4.000 Q	-15.60	
PLU00022	3.000 Q	*11.70	
WASTE	-2.000 Q	-7.80	
PLU00022	4.000 Q	*15.60	
WASTE	-2.000 Q	-7.80	
P00023			
PLU00023	11.000 Q	*48.30	Combo meal PLU sales
WASTE	-4.000 Q	-21.20	
PLU00023	3.000 Q	*12.90	
WASTE	-1.000 Q	-4.30	
PLU00023	5.000 Q	*21.50	
WASTE	-1.000 Q	-4.30	
***TOTAL			
L1	21.000 Q	*87.60	Total for combo meal PLU sales
WASTE	-8.000 Q	-36.80	
L2	6.000 Q	*24.60	
WASTE	-3.000 Q	-12.10	
L3	9.000 Q	*37.10	
WASTE	-3.000 Q	-12.10	

EAN

4007817524732#

EAN code

ITEM02 22.000 Q *59.40

Price level 1 description, sales q'ty and amount total

WASTE -4.000 Q -10.80

Price level 1 waste q'ty and amount total

A01000 4.000 Q *10.80

Add-on code (5 digit)

A02000 7.000 Q *18.90

A01 9.000 Q *24.30

Add-on code (2 digit)

ITEM02 24.000 Q *72.00

Price level 2 description, sales q'ty and amount total

WASTE -6.000 Q -18.00

Price level 2 waste q'ty and amount total

A01000 4.000 Q *12.00

A02000 6.000 Q *18.00

A01 12.000 Q *36.00

ITEM02 32.000 Q *96.00

Price level 3 description, sales q'ty and amount total

WASTE -4.000 Q -12.00

Price level 3 waste q'ty and amount total

A01000 6.000 Q *18.00

A02000 16.000 Q *48.00

A01 7.000 Q *21.00

4902778692417#

ITEM03 2.000 Q *10.20

WASTE -1.000 Q -5.10

ITEM03 2.000 Q *10.40

WASTE -1.000 Q -5.20

ITEM03 3.000 Q *16.50

WASTE -1.000 Q -5.50

*****TOTAL**

L1 24.000 Q *69.60

WASTE -5.000 Q -15.90

L2 26.000 Q *82.40

WASTE -7.000 Q -23.20

L3 35.000 Q *112.50

WASTE -5.000 Q -17.50

Total for EAN sales

COMBO MEAL

4003213217654#

ITEM07 29.000 Q *113.10

WASTE -4.000 Q -15.60

A01000 6.000 Q *23.40

A02000 4.000 Q *15.60

A01 4.000 Q *15.60

ITEM07 17.000 Q *66.30

WASTE -4.000 Q -15.60

A01000 3.000 Q *11.70

A02000 5.000 Q *19.50

A01 4.000 Q *15.60

ITEM07 22.000 Q *85.80

WASTE -4.000 Q -15.60

A01000 9.000 Q *35.10

A02000 4.000 Q *15.60

A01 6.000 Q *23.40

Combo meal EAN sales

***TOTAL			
L1	29.000 Q	*113.10	Total for combo meal EAN sales
WASTE	-4.000 Q	-15.60	
L2	17.000 Q	*66.30	
WASTE	-4.000 Q	-15.60	
L3	22.000 Q	*85.80	
WASTE	-4.000 Q	-15.60	

Combo sales report

X1			
COMBO SALES			
	00001-	99999	PLU code
			PLU range
PLU			
P00024			
PLU00024	8.000 Q	*27.20	Price level 1 description, sales q'ty and total
WASTE	-1.000 Q	-3.40	Price level 1 waste q'ty and total
COMBO	38.000 Q	*41.80	Price level 1 combo sales q'ty and total
COMBO WASTE			
	-8.000 Q	-8.80	Price level 1 combo waste q'ty and total
PLU00024	5.000 Q	*10.00	
WASTE	-2.000 Q	-4.00	
COMBO	20.000 Q	*22.00	
COMBO WASTE			
	-6.000 Q	-6.60	
PLU00024	6.000 Q	*18.00	
WASTE	-1.000 Q	-3.00	
COMBO	26.000 Q	*28.60	
COMBO WASTE			
	-6.000 Q	-6.60	
P00025			
PLU00025	11.000 Q	*34.10	
WASTE	-2.000 Q	-6.20	
COMBO	38.000 Q	*49.40	
COMBO WASTE			
	-8.000 Q	-10.40	
PLU00025	8.000 Q	*25.60	
WASTE	-1.000 Q	-3.20	
COMBO	20.000 Q	*26.00	
COMBO WASTE			
	-6.000 Q	-7.80	
PLU00025	11.000 Q	*36.30	
WASTE	-1.000 Q	-3.30	
COMBO	26.000 Q	*33.80	
COMBO WASTE			
	-6.000 Q	-7.80	

***TOTAL		
L1	24.000 Q	*58.30
WASTE	-3.000 Q	-9.60
COMBO	150.000 Q	*213.70
COMBO WASTE		
	-36.000 Q	-52.40
L2	13.000 Q	*35.60
WASTE	-3.000 Q	-7.20
COMBO	69.000 Q	*90.90
COMBO WASTE		
	-21.000 Q	-27.70
L3	17.000 Q	*54.30
WASTE	-2.000 Q	-6.30
COMBO	93.000 Q	*122.90
COMBO WASTE		
	-21.000 Q	-27.70

Total for price level 1

PLU/EAN report by associated department

X1			When you take a Z report, "Z1" is printed instead of "X1".
PLU BY DEPT.			Description of associated dept.
DPT. 01		D01	Associated dept. code
PLU			
P00001			PLU code
PLU00001	139.000 Q	*1164.84	Price level 1 description, sales q'ty and total
WASTE	-2.000 Q	-17.00	Price level 1 waste q'ty and total
PLU00001	8.000 Q	*72.00	
WASTE	-2.000 Q	-18.00	
PLU00001	8.000 Q	*76.00	
WASTE	-1.000 Q	-9.50	
P00002			
PLU00002	305.230 Q	*305.77	
WASTE	-2.000 Q	-4.20	
PLU00002	5.000 Q	*11.00	
WASTE	-2.000 Q	-4.40	

P00024		
PLU00024	8.000 Q	*27.20
WASTE	-1.000 Q	-3.40
COMBO	38.000 Q	*41.80
COMBO WASTE		
	-8.000 Q	-8.80
PLU00024	5.000 Q	*10.00
WASTE	-2.000 Q	-4.00
COMBO	20.000 Q	*22.00
COMBO WASTE		
	-6.000 Q	-6.60
PLU00024	6.000 Q	*18.00
WASTE	-1.000 Q	-3.00
COMBO	26.000 Q	*28.60
COMBO WASTE		
	-6.000 Q	-6.60

Price level 1 combo sales q'ty and total

Price level 1 combo waste q'ty and total

P00041		
PLU00041	5.000 Q	*10.83
P00042		
PLU00042	3.000 Q	*5.03
P00043		
PLU00043	1.000 Q	*0.39
P00044		
PLU00044	17.000 Q	*24.28
WASTE	-1.000 Q	-1.50
PLU00044	6.000 Q	*12.00
WASTE	-2.000 Q	-4.00
PLU00044	5.000 Q	*15.00
WASTE	-1.000 Q	-3.00

***TOTAL

L1	1082.230 Q	*4031.83
WASTE	-26.000 Q	-112.30
COMBO	147.000 Q	*207.40
COMBO WASTE		
	-36.000 Q	-52.40
L2	44.000 Q	*181.20
WASTE	-15.000 Q	-58.70
COMBO	69.000 Q	*90.90
COMBO WASTE		
	-21.000 Q	-27.70
L3	48.000 Q	*209.80
WASTE	-10.000 Q	-40.10
COMBO	93.000 Q	*122.90
COMBO WASTE		
	-21.000 Q	-27.70

Total for price level 1

EAN

4003213217654#

— EAN code

ITEM07	29.000 Q	*113.10
WASTE	-4.000 Q	-15.60
A01000	6.000 Q	*23.40
A02000	4.000 Q	*15.60
A01	4.000 Q	*15.60
ITEM07	17.000 Q	*66.30
WASTE	-4.000 Q	-15.60
A01000	3.000 Q	*11.70
A02000	5.000 Q	*19.50
A01	4.000 Q	*15.60
ITEM07	22.000 Q	*85.80
WASTE	-4.000 Q	-15.60
A01000	9.000 Q	*35.10
A02000	4.000 Q	*15.60
A01	6.000 Q	*23.40

— Price level 1 description, sales q'ty and total

— Price level 1 waste q'ty and total

— Add-on code (5 digit)

— Add-on code (2 digit)

4902778692417#

ITEM03	2.000 Q	*10.20
WASTE	-1.000 Q	-5.10
ITEM03	2.000 Q	*10.40
WASTE	-1.000 Q	-5.20
ITEM03	3.000 Q	*16.50
WASTE	-1.000 Q	-5.50

*****TOTAL**

L1	31.000 Q	*123.30
WASTE	-5.000 Q	-20.70
L2	19.000 Q	*76.70
WASTE	-5.000 Q	-20.80
L3	25.000 Q	*102.30
WASTE	-5.000 Q	-21.10

Total for price level 1

■ PLU/EAN individual group report***X1***

PLU IND. GROUP

PLU

P00001

PLU code

PLU00001 139.000 Q *1164.84

Price level 1 description, sales q'ty and total

WASTE -2.000 Q -17.00

Price level 1 waste q'ty and total

PLU00001 8.000 Q *72.00

WASTE -2.000 Q -18.00

PLU00001 8.000 Q *76.00

WASTE -1.000 Q -9.50

P00024

PLU00024 8.000 Q *27.20

WASTE -1.000 Q -3.40

COMBO 38.000 Q *41.80

COMBO WASTE

-8.000 Q -8.80

PLU00024 5.000 Q *10.00

WASTE -2.000 Q -4.00

COMBO 20.000 Q *22.00

COMBO WASTE

-6.000 Q -6.60

PLU00024 6.000 Q *18.00

WASTE -1.000 Q -3.00

COMBO 26.000 Q *28.60

COMBO WASTE

-6.000 Q -6.60

EAN

4003213217654#

EAN code

ITEM07 29.000 Q *113.10

Price level 1 description, sales q'ty and total

WASTE -4.000 Q -15.60

Price level 1 waste q'ty and total

A01000 6.000 Q *23.40

Add-on code (5 digit)

A02000 4.000 Q *15.60**A01** 4.000 Q *15.60

Add-on code (2 digit)

ITEM07 17.000 Q *66.30

WASTE -4.000 Q -15.60

A01000 3.000 Q *11.70**A02000** 5.000 Q *19.50**A01** 4.000 Q *15.60

ITEM07 22.000 Q *85.80

WASTE -4.000 Q -15.60

A01000 9.000 Q *35.10**A02000** 4.000 Q *15.60**A01** 6.000 Q *23.40

PLU GR08	242.000 Q	31.60%	}	Group 8 sales q'ty and total
		*1633.24		
				Group 8 label
*DEPT TL	1593.230 Q	100.00%		
		*5168.16		Plus dept. total

■ PLU/EAN group total report

X1				
PLU GROUP TOTAL				
PLU GR01	938.230 Q	48.35%	}	Group 1 sales q'ty and total
		*2550.99		
PLU GR02	125.000 Q	12.64%		
		*666.85		
PLU GR03	33.000 Q	2.49%		
		*131.35		
Group 1 text				
PLU GR99	37.000 Q	1.26%		
		*66.30		
*DEPT TL	1632.230 Q	100.00%		
		*5275.66		Plus dept. total

■ PLU/EAN stock report

X1				
PLU STOCK				
	00001-9999999999999			Range
PLU				
P00001				PLU code
PLU00001		151.000 S		Stock q'ty
P00002				Description
PLU00002		86.000 S		
P00003				
PLU00003		211.000 S		
4003213217654#				
ITEM07		73.000 S		
4007817524732#				
ITEM02		57.000 S		
4901212343456#				
ITEM05		102.000 S		EAN code
4901234567894#				
ITEM01		92.000 S		
4902778692417#				
ITEM03		61.000 S		

■ PLU/EAN top 20 sales report by sales amount

X1			
PLU TOP 20			
AMOUNT			
01			Ranking
P00001			PLU code
PLU00001	139.000 Q	*1164.84	Price level 1 description, sales q'ty and total
PLU00001	8.000 Q	*72.00	
PLU00001	8.000 Q	*76.00	
02			
P00003			
PLU00003	204.000 Q	*873.61	
PLU00003	4.000 Q	*22.00	
PLU00003	4.000 Q	*12.00	
03			
P00008			
PLU00008	67.000 Q	*432.94	
19			
P00015			
PLU00015	4.000 Q	*34.00	
20			
P00029			
PLU00029	10.000 Q	*19.20	
PLU00029	3.000 Q	*5.10	
PLU00029	5.000 Q	*8.50	
***TOTAL			
L1	1176.230 Q	*4145.39	Total sales q'ty and amount for price level 1
L2	113.000 Q	*272.10	
L3	141.000 Q	*332.70	

■ PLU/EAN top 20 sales report by sales quantity

X1			
PLU TOP 20			
QUANTITY			
01			Ranking
P00002			PLU code
PLU00002	305.230 Q	*305.77	Price level 1 description, sales q'ty and total
PLU00002	5.000 Q	*11.00	
PLU00002	2.000 Q	*6.40	
02			
P00003			
PLU00003	204.000 Q	*873.61	
PLU00003	4.000 Q	*22.00	
PLU00003	4.000 Q	*12.00	
03			
P00001			
PLU00001	139.000 Q	*1164.84	
PLU00001	8.000 Q	*72.00	
PLU00001	8.000 Q	*76.00	
19			
P00029			
PLU00029	10.000 Q	*19.20	
PLU00029	3.000 Q	*5.10	
PLU00029	5.000 Q	*8.50	
20			
P00022			
PLU00022	10.000 Q	*39.30	
PLU00022	3.000 Q	*11.70	
PLU00022	4.000 Q	*15.60	
***TOTAL			
L1	1189.230 Q	*4130.06	Total sales q'ty and amount for price level 1
L2	114.000 Q	*274.10	
L3	142.000 Q	*335.70	

■ **PLU/EAN zero sales report**

X1 PLU ZERO SALES	
PLU	
P00038	PLU00038
P00039	PLU00039

PLU code
Description

4901212343456#ITEM05	
4901234567894#ITEM01	

Description
EAN code

■ **PLU/EAN zero sales report by associated department**

X1 PLU ZERO SALES	
DPT. 02	D02
PLU	
P00045	PLU00045
EAN	
4001231234567#ITEM06	

Description of dept.
Associated dept. code
PLU code

■ **PLU/EAN minimum stock report**

X1 PLU MINIMUM STOCK	
	00001-9999999999999
PLU	
P00011	
PLU00011	6.000 S
P00012	
PLU00012	5.000 S
P00013	
PLU00013	8.000 S

Range
PLU code
Stock q'ty
Description

EAN	
4001112223334#	
ITEM08	6.000 S

■ PLU/EAN sales report by price category

X1		
PLU PRICE CATEGORY		
	0.01-	5.00
Price range		
PLU		
P00002		
PLU00002	305.230 Q	*305.77
WASTE	-2.000 Q	-4.20
PLU00002	5.000 Q	*11.00
WASTE	-2.000 Q	-4.40
PLU00002	2.000 Q	*6.40
WASTE	-1.000 Q	-3.20
P00044		
PLU00044	17.000 Q	*24.28
WASTE	-1.000 Q	-1.50
PLU00044	6.000 Q	*12.00
WASTE	-2.000 Q	-4.00
PLU00044	5.000 Q	*15.00
WASTE	-1.000 Q	-3.00
***TOTAL		
L1	623.230 Q	*1107.67
WASTE	-11.000 Q	-29.30
L2	27.000 Q	*64.60
WASTE	-8.000 Q	-17.60
L3	32.000 Q	*99.70
WASTE	-6.000 Q	-18.50
COMBO MEAL		
P00022		
PLU00022	10.000 Q	*39.30
PLU00023		
PLU00023	5.000 Q	*21.50
WASTE	-1.000 Q	-4.30
***TOTAL		
L1	21.000 Q	*87.60
WASTE	-8.000 Q	-36.80
L2	6.000 Q	*24.60
WASTE	-3.000 Q	-12.10
L3	9.000 Q	*37.10
WASTE	-3.000 Q	-12.10
EAN		
4007817524732#		
ITEM02	22.000 Q	*59.40
WASTE	-4.000 Q	-10.80
A01000	4.000 Q	*10.80
A02000	7.000 Q	*18.90
A01	9.000 Q	*24.30

*****TOTAL**

L1	22.000 Q	*59.40
WASTE	-4.000 Q	-10.80
L2	24.000 Q	*72.00
WASTE	-6.000 Q	-18.00
L3	32.000 Q	*96.00
WASTE	-4.000 Q	-12.00

COMBO MEAL

4003213217654#

ITEM07	29.000 Q	*113.10
WASTE	-4.000 Q	-15.60

*****TOTAL**

L1	29.000 Q	*113.10
WASTE	-4.000 Q	-15.60
L2	17.000 Q	*66.30
WASTE	-4.000 Q	-15.60
L3	22.000 Q	*85.80
WASTE	-4.000 Q	-15.60

■ PLU/EAN hourly group report***X1*****PLU HOURLY GROUP**

When you take a Z report, "Z1" is printed instead of "X1".

19:00

Time

HOUR GR1	22.000 Q	*171.00
HOUR GR2	22.000 Q	*60.50
HOUR GR3	22.000 Q	*95.70
HOUR GR4	35.000 Q	*168.40
HOUR GR5	28.000 Q	*52.60
HOUR GR6	20.000 Q	*133.60
HOUR GR7	33.000 Q	*218.10
HOUR GR8	23.000 Q	*92.70
HOUR GR9	19.000 Q	*81.50

Transaction counter

Sales total

19:30

HOUR GR1	59.000 Q	*461.50
HOUR GR2	37.000 Q	*99.80
HOUR GR3	32.000 Q	*137.30
HOUR GR4	71.000 Q	*407.30
HOUR GR5	50.000 Q	*97.50
HOUR GR6	47.000 Q	*313.60

23:00

HOUR GR1	19.000 Q	*141.50
HOUR GR2	26.000 Q	*71.50
HOUR GR3	24.000 Q	*102.50
HOUR GR4	45.000 Q	*148.30
HOUR GR5	50.000 Q	*89.90
HOUR GR6	21.000 Q	*139.80
HOUR GR7	34.000 Q	*186.30
HOUR GR8	30.000 Q	*117.40
HOUR GR9	17.000 Q	*75.70

■ Promotion PLU/EAN report

X1			
PROMOTION PLU			
		001 - 999	
#001			
PROMO_1	4 Q	-4.00	Promotion sales counter and discount total
P00040			
PLU00040		5 Q	Quantity for promotion sales
P00041			
PLU00041		5 Q	
P00042			
PLU00042		2 Q	
#002			
PROMO_2	1 Q	-2.44	
P00042			
PLU00042		1 Q	
P00043			
PLU00043		1 Q	
P00044			
PLU00044		2 Q	

Transaction report

X1			
TRANSACTION			
*DEPT TL	1032.230 Q	*3776.63	Plus dept. total
DEPT (-)	6.000 Q	-15.60	Minus dept. total
*HASH TL	7.000 Q	*38.06	Hash dept. total
HASH (-)	3.000 Q	-4.51	Hash minus total
*BTTL TL	5.000 Q	*4.25	Bottle return dept. total
BTTL (-)	5.000 Q	-8.60	Bottle return minus total
*NT TL1	4.000 Q	*11.92	Non-turnover 1 total
*NT TL2	3.000 Q	*9.79	
*NT TL3	2.000 Q	*10.93	



In this report, the same transaction data as those printed in the general report are printed.

Total-in-drawer report

X1			
TL-ID			
EXCH1	2 Q	61.48	Exchange 1 counter
DOM. CUR1		*39.64	Currency exchange 1 total
EXCH2	1 Q	30.00	Domestic currency for currency exchange 1 total
DOM. CUR2		*24.48	
EXCH3	1 Q	30.00	
DOM. CUR3		*22.71	
EXCH4	2 Q	39.39	
DOM. CUR4		*35.40	
EXCH5	1 Q	29.30	
DOM. CUR5		*26.13	
EXCH6	2 Q	44.77	
DOM. CUR6		*33.60	
EXCH7	1 Q	37.42	
DOM. CUR7		*26.13	
EXCH8	2 Q	63.04	
DOM. CUR8		*56.67	
EXCH9	1 Q	40.00	
DOM. CUR9		*30.02	
****CID		*5515.41	Total in drawer
*CHECK ID		*274.11	Check in drawer
CA/CHK ID		*5789.52	Cash + check in drawer

■ Commission sales report

X1		
COMMISSION SALES		
COM. SAL1	*229.50	Commission sale 1 total
COM. AMT1	*6.89	Commission amount 1 = Commission sale x
COM. SAL2	*39.90	Commission rate
COM. AMT2	*0.80	
COM. SAL3	*42.40	
COM. AMT3	*2.12	
COM. SAL4	*47.60	
COM. AMT4	*2.86	
COM. SAL5	*32.50	
COM. AMT5	*2.60	
COM. SAL6	*95.20	
COM. AMT6	*6.66	
COM. SAL7	*110.50	
COM. AMT7	*6.63	
COM. SAL8	*40.60	
COM. AMT8	*2.84	
COM. SAL9	*16.80	
COM. AMT9	*1.34	
COM. TTL	*32.74	Commission amount total
NON COM.	*15879.14	Non-commission sales amount
NET 1	*16442.61	

■ Tax report

X1		
TAX		
NET 1	*16442.61	Net sales total
TAX1 ST	*7020.91	Taxable 1 subtotal
VAT 1	*489.83	VAT 1 total
TAX2 ST	*8300.33	
VAT 2	*241.76	
TAX3 ST	*7873.02	
VAT 3	*302.81	
TAX4 ST	*4817.92	
VAT 4	*229.42	
TAX5 ST	*4418.92	
VAT 5	*86.65	
TAX6 ST	*5980.02	
VAT 6	*174.18	
TTL TAX	*1524.65	Tax total
CC TAX1 ST	*118.70	Credit customer taxable 1 subtotal
CC VAT 1	*8.28	Credit customer VAT 1 total
CC TAX2 ST	*110.30	
CC VAT 2	*3.21	
CC TAX3 ST	*107.50	
CC VAT 3	*4.13	
CC TAX4 ST	*96.00	
CC VAT 4	*4.57	
CC TAX5 ST	*101.00	
CC VAT 5	*1.98	
CC TAX6 ST	*100.30	
CC VAT 6	*2.92	
CC TTL TAX	*25.09	Credit customer tax total
NET	*14892.87	Net sales total without tax

■ Chief report

X1		
CHIEF		
T. TABLE	*329.87	Turnover amount per table
*16493.65	50 Q	Order total/used guest check
T. GUEST	*71.09	Turnover amount per guest
*16493.65	232 Q	Order total/guest counter
T. BILL	*1099.58	Turnover amount per bill
*16493.65	15 Q	Order total/new check q'ty
I. GUEST	17.385 Q	Item q'ty per guest
4033.230 Q	232 Q	"+" dept. q'ty/guest q'ty
I. BILL	268.882 Q	Item q'ty per bill
4033.230 Q	15 Q	"+" dept. q'ty/new check q'ty
AVE. ITEM	*4.08	Average of item amount
*16464.56	4033.230 Q	"+" dept. amount/"+" dept. q'ty

■ All clerk report

X1	
ALL CLERK	
CLK#0001	CLERK0001

When you take a Z report, "Z1" is printed instead of "X1".



The subsequent items are printed out in the same format as in the individual clerk report from the clerk #1. In the all clerk report, the total sales of all clerks are also printed.

■ Individual clerk report (In case of clerk only system)

X1			When you take a Z report, "Z1" is printed instead of "X1".
IND. CLERK			Clerk code
CLK#0001	CLERK0001		Clerk name
ORDER TL	*16468.85		Order total
COM. SAL1	*229.50		Commission sale 1 total
COM. AMT1	*6.89		Commission amount 1
COM. SAL2	*39.90		
COM. AMT2	*0.80		
COM. SAL3	*42.40		
COM. AMT3	*2.12		
COM. SAL4	*47.60		
COM. AMT4	*2.86		
COM. SAL5	*32.50		
COM. AMT5	*2.60		
COM. SAL6	*95.20		
COM. AMT6	*6.66		
COM. SAL7	*110.50		
COM. AMT7	*6.63		
COM. SAL8	*40.60		
COM. AMT8	*2.84		
COM. SAL9	*16.80		
COM. AMT9	*1.34		
COM. TTL	*32.74		Commission amount total
NON COM.	*15879.14		Non-commission sales amount
PAID TL	*16389.15		Paid total
AVE.	*70.64		Paid total average per guest
O-P	*79.70		Order total – paid total
*NT TL1	*11.92		Non-turnover 1 total
*NT TL2	*9.79		
*NT TL3	*10.93		
VIP1 SALE	*9.90		Vip 1 sale
VIP2 SALE	*20.20		Vip 2 sale
VIP3 SALE	*25.40		Vip 3 sale
TRAN. OUT	2 Q *47.50		Trans out counter and total
TRAN. IN	1 Q *22.70		Trans in counter and total
BILL BAL	1 Q *24.80		Bill balance (Trans out – trans in)
REFUND	3 Q *7.65		Refund counter and total
VD	11 Q *5338.30		Item void-mode transaction counter and total
VOID	2 Q *38.00		Void-mode transaction counter and total
MGR VD	8 Q *38.00		Manager item void counter and total
SBTL VD	1 Q *15.90		Subtotal item void counter and total
WASTE TL	80 Q *314.50		Waste mode transaction
RETURN	4 Q *15.40		Return counter and total
***PBAL	15 Q		PBAL counter
NO SALE	2 Q		No sale counter
G. C. CNT	2 Q		Guest check copy counter
GUEST	232 Q		Guest counter

DEPOSIT	1 Q	*50.00	Deposit (+) counter and total
DEPO. (-)	1 Q	-10.00	Deposit (-) counter and total
***RA	5 Q	*66.26	Received-on-account counter and total
***RA2	2 Q	*12.94	
(-) 9	2 Q	-0.75	Received-on-account (-) counter and total
%9	2 Q	-1.05	Received-on-account % counter and total
***PO	4 Q	*12.00	Paid-out counter and total
***PO2	2 Q	*6.10	
SCM (+)		*2513.80	Starting cash memory (+)
SCM (-)		-43.86	Starting cash memory (-)
SCM TTL		*2469.94	Starting cash memory total
SER. CHRG		*14.75	Service charge total
HOTEL TRANS.	1 Q	*18.70	Hotel transfer counter and total
CASH	171 Q	*15164.81	Cash counter and total
CASH2	10 Q	*133.11	
CASH3	2 Q	*55.10	
CASH4	7 Q	*88.20	
CASH5	3 Q	*70.30	
CHECK	5 Q	*153.81	Check 1 sale counter and total
CHECK2	2 Q	*26.60	
CHECK3	2 Q	*40.50	
CHECK4	2 Q	*28.90	
CHECK5	1 Q	*9.90	
CREDIT1	2 Q	*38.00	Credit 1 sale and tendering and total
CREDIT2	1 Q	*9.90	
CREDIT3	1 Q	*14.60	
CREDIT4	1 Q	*17.30	
CREDIT8	1 Q	*18.40	
CREDIT9	2 Q	*39.30	
CHARGE	8 Q	*197.41	
EXCH1	2 Q	61.48	Exchange 1 counter and total
DOM. CUR1		*39.64	
EXCH2	1 Q	30.00	
DOM. CUR2		*24.48	
EXCH3	1 Q	30.00	
DOM. CUR3		*22.71	
EXCH4	2 Q	39.39	
DOM. CUR4		*35.40	
EXCH5	1 Q	29.30	
DOM. CUR5		*26.13	
EXCH6	2 Q	44.77	
DOM. CUR6		*33.60	
EXCH7	1 Q	37.42	
DOM. CUR7		*26.13	
EXCH8	2 Q	63.04	
DOM. CUR8		*56.67	
EXCH9	1 Q	40.00	
DOM. CUR9		*30.02	

****CID	*18027.79	Cash in drawer
*CHECK ID	*274.11	
CA/CHK ID	*18301.90	Cash + check in drawer
CHK/CG	*4.10	Change total for check tendering
TICKET	*5.60	Ticket total for change due
GLU#1001		Open GLU code
GLU#1003		
GLU#1006		
ROOM#1		Open room GLU code
ROOM#2		



From here, the printing is selectable by programming;
 "PRINT ON CLK" in department and PLU/EAN programming in ARTICLE menu.
 When "YES" is selected, the printing of department report and/or PLU/EAN report will be done.

■ Individual clerk report (In case of clerk + cashier system)

X1		When you take a Z report, "Z1" is printed instead of "X1".
IND. CLERK		
CLK#0001	CLERK0001	
ORDER TL	*24685.42	
COM. SAL1	*2278.00	
COM. AMT1	*68.34	
COM. SAL2	*414.80	
COM. AMT2	*8.30	
COM. SAL3	*1061.60	
COM. AMT3	*53.08	
COM. SAL4	*726.20	
COM. AMT4	*43.57	
COM. SAL5	*579.30	
COM. AMT5	*46.34	
COM. SAL6	*1258.60	
COM. AMT6	*88.10	
COM. SAL7	*1262.00	
COM. AMT7	*75.72	
COM. SAL8	*584.20	
COM. AMT8	*40.89	
COM. SAL9	*194.40	
COM. AMT9	*15.55	
COM. TTL	*439.89	
NON COM.	*16391.24	



From here, the printing is selectable by programming;
 "PRINT ON CLK" in department and PLU/EAN programming in ARTICLE menu.
 When "YES" is selected, the printing of department report and/or PLU/EAN report will be done.

■ All cashier report (In case of clerk + cashier system)

```

      *X1*
ALL CASHIER
CSR#0001    CASHIER0001
  
```

When you take a Z report, "Z1" is printed instead of "X1".



The subsequent items are printed out in the same format as in the individual cashier report from the cashier #1. In the all cashier report, the total sales of all cashiers are also printed.

■ Individual cashier report (In case of clerk + cashier system)

```

      *X1*
IND. CASHIER
CSR#0001    CASHIER0001
PAID TL      *1103.75
AVE.         *23.99

VIP1 SALE    *7.40
VIP2 SALE    *18.10
VIP3 SALE    *21.50
REFUND       1 Q  *5.30
VD           3 Q  *8.00
VOID         1 Q  *11.20
MGR VD       3 Q  *11.20
SBTL VD      1 Q  *27.63
WASTE TL     4 Q  *13.30
RETURN       1 Q  *2.50
NO SALE      5 Q
G.C. CNT     1 Q
GUEST        46 Q

***RA        4 Q  *114.30
***RA2       1 Q  *29.80
(-) 9        2 Q  -1.70
%9           2 Q  -4.20
***P0        1 Q  *30.00
***P02       1 Q  *20.00
SCM (+)      *4913.20
SCM (-)      -94.40
SCM TTL      *4818.80

CASH         11 Q  *273.18
CASH2        2 Q  *24.00
CASH3        1 Q  *10.03
CASH4        3 Q  *61.30
CASH5        1 Q  *14.60
CHECK        3 Q  *69.80
CHECK2       1 Q  *18.25
CHECK3       1 Q  *10.00
CHECK4       1 Q  *26.50
CHECK5       1 Q  *20.40
CREDIT1      2 Q  *100.00
CREDIT2      3 Q  *59.30
  
```

When you take a Z report, "Z1" is printed instead of "X1".

CREDIT8	2 Q	*26.80
CREDIT9	2 Q	*49.60
EXCH1	1 Q	60.00
DOM. CUR1		*38.70
EXCH2	1 Q	40.00
DOM. CUR2		*32.64
EXCH3	1 Q	50.00
DOM. CUR3		*37.84
EXCH4	1 Q	50.00
DOM. CUR4		*44.94
EXCH5	1 Q	80.00
DOM. CUR5		*71.34
EXCH6	1 Q	40.00
DOM. CUR6		*30.02
EXCH7	1 Q	40.00
DOM. CUR7		*27.92
EXCH8	1 Q	60.00
DOM. CUR8		*53.94
EXCH9	1 Q	35.00
DOM. CUR9		*26.26

****CID		*5206.70
*CHECK ID		*154.95
CA/CHK ID		*5361.65
CHK/CG		*47.70
TICKET		*6.40

■ Hourly report

X1			When you take a Z report, "Z1" is printed instead of "X1".
HOURLY			
0:00	6 Q	*81.80	
AVE.		*13.63	
0:30	7 Q	*205.11	
AVE.		*29.30	
SUBTOTAL	13 Q	*286.91	Time
1:00	9 Q	*383.63	Transaction counter
AVE.		*42.63	Sales total
1:30	2 Q	*580.85	Average of sales amount
AVE.		*290.43	
SUBTOTAL	11 Q	*964.48	

19:00	16 Q	*315.71
AVE.		*19.73
19:30	20 Q	*399.70
AVE.		*19.99
SUBTOTAL	36 Q	*715.41

■ Labor cost % report

X1			
LABOR COST%			
0:00	14 Q	*867.17	Time
LABOR%		*32.01	Transaction counter
		3.69%	Employee cost
1:00	41 Q	*1630.33	
LABOR%		*40.55	Labor cost %
		2.49%	
2:00	62 Q	*1467.20	Sales total
LABOR%		*64.02	
		4.36%	

23:00	52 Q	*2190.93
LABOR%		*70.42
		3.21%

■ GLU report

X1		When you take a Z report, "Z1" is printed instead of "X1".
GLU		GLU code
	1-9999	Range
GLU#1001	0001	Clerk code
***PBAL	*16.80	PBAL
DEPOSIT	*0.00	Deposit (+) total
DEPO. (-)	*0.00	Deposit (-) total
GLU#1003	0001	
***PBAL	-16.50	
DEPOSIT	*50.00	
DEPO. (-)	-10.00	
GLU#1006	0001	"T" indicates that the transaction was handled by a clerk under training.
***PBAL	*22.70	
DEPOSIT	*0.00	
DEPO. (-)	*0.00	
FREE GLU		Free GLU code (This code has been transferred out.)
GLU#1005		
***PBAL	*24.80	
DEPOSIT	*0.00	
DEPO. (-)	*0.00	
***TOTAL		
***PBAL	*47.80	Total
DEPOSIT	*50.00	
DEPO. (-)	-10.00	

■ GLU report by clerk

X1		When you take a Z report, "Z1" is printed instead of "X1".
GLU BY CLERK		Clerk code
CLK#0001	CLERK0001	Clerk name
GLU#1001		GLU code
***PBAL	*16.80	PBAL
DEPOSIT	*0.00	Deposit (+) total
DEPO. (-)	*0.00	Deposit (-) total
GLU#1003		
***PBAL	-16.50	
DEPOSIT	*50.00	
DEPO. (-)	-10.00	
GLU#1006		
***PBAL	*22.70	
DEPOSIT	*0.00	
DEPO. (-)	*0.00	
***TOTAL		
***PBAL	*23.00	Total
DEPOSIT	*50.00	
DEPO. (-)	-10.00	

■ Room GLU report

X1		When you take a Z report, "Z1" is printed instead of "X1".
ROOM GLU		Room GLU code
	1-9999	Range
ROOM#1	0001	Clerk code
***PBAL	*10.80	PBAL
DEPOSIT	*0.00	Deposit (+) total
DEPO. (-)	*0.00	Deposit (-) total
ROOM#2	0001	
***PBAL	*30.50	
DEPOSIT	*0.00	
DEPO. (-)	*0.00	"T" indicates that the transaction was handled by a clerk under training.
***TOTAL		
***PBAL	*41.30	Total
DEPOSIT	*0.00	
DEPO. (-)	*0.00	

■ Room GLU report by clerk

X1		When you take a Z report, "Z1" is printed instead of "X1".
ROOM GLU BY CLERK		
	0001	Clerk code
CLK#	CLERK0001	Clerk name
ROOM#1		Room GLU code
***PBAL	*10.80	PBAL
DEPOSIT	*0.00	Deposit (+) total
DEPO. (-)	*0.00	Deposit (-) total
ROOM#2		
***PBAL	*30.50	
DEPOSIT	*0.00	
DEPO. (-)	*0.00	
***TOTAL		
***PBAL	*41.30	Total
DEPOSIT	*0.00	
DEPO. (-)	*0.00	

■ Balance report

X1		
BALANCE		
OLD BAL.	*97.00	Grand total balance of the previous day
ORDER TL	*24643.62	Order total
PAID TL	*24539.12	Paid total
BALANCE	*201.50	Old balance + today's balance

■ Bill report

X1		When you take a Z report, "Z1" is printed instead of "X1".
BILL		Bill number
		Date
#0001	0001	Clerk code
03/04/2008	*13.70	Amount
#0002	0001	
03/04/2008	*17.40	
#0003	0001	
03/04/2008	*19.60	
#0004	0001	
03/04/2008	*20.60	
#0005	0001	
03/04/2008	*20.60	
#0006	0001	
03/04/2008	*13.10	
#0007	0001	
03/04/2008	*20.60	

■ X1/Z1 stacked report

You can print multiple X1/Z1 reports in sequence under a single transaction. In this case you need to program in advance which X1/Z1 reports should be printed. Refer to "Stacked report" under Section "POS Setting Data" in Chapter "10. Programming" of INSTRUCTION MANUAL.

■ Non-accessed EAN report

X1				*1
NON ACCESSED EAN				
EAN				
4000101022334#				EAN code
ITEM12	0.000 Q	*0.00		Item label
4000111222555#				
ITEM15	0.000 Q	*0.00		
4000121234345#				
ITEM10	0.000 Q	*0.00		
Z2	8.000 Q	*9.84		*2

*1 When you select "DELETE", "Z1" is printed instead of "X1".

*2 When there is any sales data of the EAN for PLU/EAN report, the data is printed here.

When you delete the EAN in Z1 mode under this situation, the EAN data for PLU/EAN report is also deleted.

Periodic Report Samples

Your POS terminal allows you to take consolidation X and Z reports of a chosen period (the period is usually one week or month).

■ General information

The periodic reading or resetting reports are the same in format as those in the X1/Z1 report for daily sales information except mode indication ("X2" or "Z2").

• Sample X report

X2	Read symbol
DEPT. /GROUP	Report title

• Sample Z report

Z2	Reset symbol	
GENERAL Z1	0001	Reset counter of daily total
GENERAL Z2	0001	Reset counter of periodic consolidation
GT1	*00000035794.04	Grand totals
GT2	*00000041335.46	
GT3	-00000005541.42	
BAL	*00000000204.00	
TR	*00000000004.00	
DEPT. /GROUP	Report title	

The subsequent items are printed out in the same format as in the X/Z report on daily totals.

Employee report

X2	When you take a Z report, "Z2" is printed instead of "X2".		
EMPLOYEE			
#0000000001 - #0000000010	Employee code		
#0000000001	Range		
DAVID K	Employee name		
22/10/2008	Date		
TIME-IN 8:45	Time-in		
#01 LOCATION#1	Job location no./Job location name		
BREAK-IN 11:45	Break-in		
BREAK-OUT 12:30	Break-out		
#03 LOCATION#3			
BREAK-IN 14:30			
BREAK-OUT 15:30			
#02 LOCATION#2 *	Edited time		
TIME-OUT 17:00	Time-out		
LOC#01 LOCATION#1			
BREAK TL 0:45H	Total break time per location		
***TOTAL 3:00H	Total working time per location		
L. COST *3.60	Total cost per location		
LOC#02 LOCATION#2			
BREAK TL 0:00H			
***TOTAL 1:30H			
L. COST *3.60			
LOC#03 LOCATION#3			
BREAK TL 1:00H			
***TOTAL 2:00H			
L. COST *7.20			
BREAK TL 1:45H			
TTL HOUR 6:30H	Total hour		
OVR TIME 6:30H	Overtime		
TTL COST *14.40	Total labor cost		
#0000000002 EDWARD M			
22/10/2008			
TIME-IN 8:47			
#02 LOCATION#2			
TIME-OUT 15:01			
LOC#02 LOCATION#2			
BREAK TL 0:00H			
***TOTAL 6:14H			
L. COST *14.96			
BREAK TL 0:00H			
TTL HOUR 6:14H			
OVR TIME 6:14H			
TTL COST *14.96			

■ Employee time adjustment report

X2	
EMP. ADJUSTMENT	
#0000000001 - #0000000010	Range
#0000000001 DAVID K	
22/10/2008	Date
TIME-IN 8:45	Operation
BREAK-IN 11:45	
BREAK-OUT 12:30	Operation time before time editing
BREAK-IN 14:30	
BREAK-OUT 15:00 - 15:30	Edited time
22/10/2008 17:03	
TIME-OUT 17:00	
#0000000002 EDWARD M	
22/10/2008	
TIME-IN 8:47	
TIME-OUT 15:01	
#0000000003 ERIC T	
#0000000005 JIMMY P	

■ Employee active status report

X2	
EMP. ACTIVE STATUS	
#0000000001 - #0000000010	Employee code
#0000000001 DAVID K	Range
TIME-IN 9:00	Employee name
#0000000002 EDWARD M	
TIME-IN 8:45 *	Indicates that the employee is under break.
#0000000003 ERIC T	
TIME-IN --:--	
#0000000005 JIMMY P	
TIME-IN --:--	Indicates that the employee is not timed in.

■ Employee over time report

X2			When you take a Z report, "Z2" is printed instead of "X2".
EMP. OVER TIME			
#0000000001	- #0000000010		Employee code
#0000000001	DAVID K		Range
22/10/2008			Employee name
OVR TIME	6:30H		Date
OVR COST	*14.40		Over time (Hour)
#0000000002	EDWARD M		Over time cost
22/10/2008			
OVR TIME	6:45H		
OVR COST	*16.20		

■ Daily net report

X2			When you take a Z report, "Z2" is printed instead of "X2".
DAILY NET			
01/07	33 Q	*502.80	Date
02/07	28 Q	*577.53	Guest q'ty
03/07	27 Q	*551.65	Sales total
30/07	37 Q	*436.63	
31/07	40 Q	*688.05	
***TOTAL	336 Q	*6496.93	Guest total
			Net amount total

■ Customer sales report (1 and 2 in Z2 mode)

NOTE

- You can print detailed or total sales information on customer sales report. Select “DETAIL” or “TOTAL” in FUNCTION SELECT2 menu.
- In Z2 mode, you can select customer sales report 1 or customer sales report 2. Customer sales report 1 allows you to reset charge total of each customer, date and sales items. Customer sales report 2 allows you to reset sales quantity, total, charge total of each customer, date and sales items.

X2		When you take a Z report, "Z2" is printed instead of "X2".
CUSTOMER SALES		
#00000000000001-#9999999999999	Range	
#0000000110001	Customer code	
Customer 110001	Name	
ADDRESS#1	Address	
VAT-ID#1	VAT-ID	
9 Q	*220.71	Sales q'ty and total
CHARGE	*197.41	Charge account
28/01/2008 1:08		Date
1x 2.10	*2.10	Sales items
PLU00002		
1x 2.20	*2.20	Sales items
PLU00002		
TAX1 ST	*118.70	
VAT 1	*8.28	
NET 1	*110.42	
TAX6 ST	*100.30	
VAT 6	*1.94	
NET 6	*98.36	
CHARGE	*197.41	Charge total
#0000000123456		
M. JAMES		
EAST STREET		
VAT-ID#2		
1 Q	*2.20	
CHARGE	*0.00	
10/01/2008 11:47		
1x 1.00	*1.00	
PLU00001		
1x 1.00	*1.00	
PLU00002		
CHARGE	*0.00	

#0800000000075
 NAME_2
 ADDR_2
 VAT-ID#3
 4 Q *3.00
 CHARGE -29.00
 10/01/2008 11:57
 1x 1.00 *1.00
 PLU00003

10/01/2008 12:07
 ***RA *30.00
 CHARGE -29.00
 #0800000001232
 NAME_5
 ADDR_5
 VAT-ID#4
 1 Q *1.00
 CHARGE *0.00
 10/01/2008 12:00
 1x 1.00 *1.00
 PLU00003
 CHARGE *0.00
 ***TOTAL 15 Q *226.91
 CHARGE *168.41

The full total on the customer file

■ Customer sales report by specified sales range

X2
CUSTOMER BY AMT
 *0.01-*9999999.99 — Sales range
 #0000000110001 — Customer code
 Customer 110001 — Name
 ADDRESS#1 — Address
 VAT-ID#1 — VAT-ID
 9 Q *220.71 — Sales q'ty and total
 CHARGE *197.41 — Charge account
 28/01/2008 — Date
 P00002 1.000 Q — Sales items
 PLU00002 *2.10
 P00003 1.000 Q
 PLU00003 *5.30
 P00008 1.000 Q
 PLU00008 *6.50
 P00009 1.000 Q
 PLU00009 *2.90

#0800000001232		
NAME_5		
ADDR_5		
VAT-ID#4		
	1 Q	*1.00
CHARGE		*0.00
10/01/2008		
P00003	1.000 Q	
PLU00003	*1.00	
SUBTOTAL	15 Q	*226.91
CHARGE		*168.41
***TOTAL	15 Q	*226.91
CHARGE		*168.41

Subtotal on the report

The full total on the customer file

■ Customer charge account report

X2		
CHARGE ACCOUNT		
#0000000110001		
Customer 110001		
ADDRESS#1		
VAT-ID#1		
CHARGE		*197.41
SUBTOTAL		
CHARGE		*197.41
***TOTAL		
CHARGE		*168.41

Customer code

Name

Address

VAT-ID

■ Customer ordering report

X2		When you take a Z report, "Z2" is printed instead of "X2".
CUSTOMER ORDERING		
01/01/2008 - 22/10/2008		
CUST. ADV. ORDER		Customer advance order
#1		Ordering number
08/01/2008 0:00		Date/Time
***PBAL	*0.00	Balance
1x 1.00	*1.00	
PLU00001		
1x 1.00	*1.00	
PLU00002		
1x 1.00	*1.00	
PLU00003		
1x 2.00	*2.00	
PLU00008		
	*5.00	
#2		
22/10/2008 15:00		
***PBAL	*0.00	
1x 5.30	*5.30	
PLU00003		
1x 3.40	*3.40	
PLU00004		
	*8.70	
#3T		"T" indicates that the transaction was handled by a clerk under training.
22/10/2008 15:00		
***PBAL	*0.00	
1x 2.50	*2.50	
PLU00005		
	*2.50	
CREDIT CUST. ADV		Credit customer advance order
#123456 1		Customer number/Consecutive number
08/01/2008 0:00		
***PBAL	*0.00	
1x 1.00	*1.00	
PLU00007		
1x 2.00	*2.00	
PLU00008		
1x 1.00	*1.00	
PLU00005		
	*4.00	

■ X2/Z2 stacked report

You can print multiple X2/Z2 reports in sequence under a single transaction. In this case you need to program in advance which X2/Z2 reports should be printed. Refer to "Stacked report" under Section "POS Setting Data" in Chapter "10. Programming" of INSTRUCTION MANUAL.

■ Non-accessed customer report

X2			*
NON ACCESSED CUST.			
#0000000110001			Customer code
Customer 110001			Name
ADDRESS#1			Address
VAT-ID#1			VAT-ID
	9 Q	*220.71	
CHARGE		*197.41	
#0900000001122			
NAME_7			
ADDRESS_7			
VAT-ID#11			
	0 Q	*0.00	
CHARGE		*0.00	
#0900000002233			
NAME_8			
ADDRESS_8			
VAT-ID#12			
	0 Q	*0.00	
CHARGE		*0.00	
SUBTOTAL	9 Q	*220.71	
CHARGE		*197.41	
***TOTAL	18 Q	*272.91	
CHARGE		*168.41	

* When you select "DELETE", "Z2" is printed instead of "X2".

■ Customer delete report

Z2			
CUSTOMER DELETE			
#0900000001122-#0900000002233			Customer range
#0900000001122			Customer code
NAME_7			Name
ADDRESS_7			Address
VAT-ID#11			VAT-ID
	0 Q	*0.00	
CHARGE		*0.00	
#0900000002233			
NAME_8			
ADDRESS_8			
VAT-ID#12			
	0 Q	*0.00	
CHARGE		*0.00	
SUBTOTAL	0 Q	*0.00	
CHARGE		*0.00	
***TOTAL	18 Q	*272.91	
CHARGE		*168.41	

Non-accessed EAN and Customer Deletion

You can delete EANs and customers that had not been accessed for a certain period. You can program a period in the PGM2 mode. As for customer, you can also delete customers with regardless to a non-accessed period. Follow the procedure shown below.

• Non-accessed EAN deletion

1. Select the X1/Z1 mode.
2. Select "**NON ACCESSED EAN**".
3. To take a reading report, select "**READING**".
To delete non-accessed EANs, select "**DELETE**". The selection window "ALL DELETE/IND.DELETE" is displayed.
To delete all the non-accessed EANs, select "ALL DELETE".
To delete the non-accessed EANs individually, select "IND.DELETE".
4. To terminate the operation, touch the **[EXIT]** button.

NOTE

It is recommended to take a report first before executing deleting operation.

• Non-accessed customer deletion

1. Select the X2/Z2 mode.
2. Select "**NON ACCESSED CUST.**".
3. To take a reading report, select "**READING**".
To delete non-accessed customers, select "**DELETE**". The selection window "ALL DELETE/IND.DELETE" is displayed.
To delete all the non-accessed customers, select "ALL DELETE".
To delete the non-accessed customers individually, select "IND.DELETE".
4. To terminate the operation, touch the **[EXIT]** button.

NOTE

It is recommended to take a report first before executing deleting operation.

• Customer deletion

1. Select the X2/Z2 mode.
2. Select "**CUSTOMER DELETE**".
3. Specify the range (start/end customer codes) you want to delete.

Compulsory Cash/Check Declaration (CCD)

If your POS terminal has been programmed for compulsory cash/check declaration, you must declare the cash/check value in the drawer in advance according to the type of declaration specified for when you take clerk Z reports.

Use the following procedure for this declaration.

Types of compulsory cash/check declaration

In case CCD by clerk/cashier (in "Clerk only system") is applied to your machine:

- Compulsive when individual clerk resetting is taken.

In case CCD by clerk/cashier (in "Clerk + Cashier system") is applied to your machine:

- Compulsive when individual cashier resetting is taken.

In case CCD for all clerks/cashiers (in "Clerk only system") is applied to your machine:

- Compulsive when all clerk resetting is taken.

In case CCD for all clerks/cashiers (in "Clerk + Cashier system") is applied to your machine:

- Compulsive when all cashier resetting is taken.

In case CCD by terminal (CCD at the end of the day) is applied to your machine:

- Compulsive when general resetting is taken.

In case CCD per shift (CCD per each working time shift) is applied to your machine:

- Compulsive per shift when general resetting is taken.

NOTE

- You can not make a CCD entry at the already-CCD-completed shift.
- You can not make any sales registration at the already-CCD-completed shift.
- You need to complete CCD entries at all of the programmed working time shifts before taking a general Z1 report.

- Compulsive when "CCD SHIFT ENTRY" is selected in the OPXZ mode.
- Compulsive when general resetting is taken with CCD of the last working time shift uncompleted.
- Compulsive at the working time shift operation.*

* You can also allow the employee to make the CCD entry after the working time shift operation by programming.

NOTE

Compulsory cash/check declaration is available in the above six types. You can choose either of these. Contact your authorized SHARP dealer for details.

Procedure

- (1) When CCD entry is compulsory, the following window is displayed for declaring the cash/check value in the drawer.

Select an item from the CCD media list to perform CCD entry.

The screenshot shows a screen titled "CCD ENTRY". On the left, there is a list of items with their corresponding values. The first item, "CASH 1S", is highlighted in red and has a value of "¥0.00". The other items are "CHECK 1S" (¥0.00), "EXCH1 1S" (0.00), "EXCH2 1S" (0.00), "EXCH3 1S" (0.00), "EXCH4 1S" (0.00), "EXCH5 1S" (0.00), "EXCH6 1S" (0.00), "EXCH7 1S" (0.00), "EXCH8 1S" (0.00), and "EXCH9 1S" (0.00). To the right of the list, there are three buttons: "ENTER" (grey), "CANCEL" (yellow), and "CONTINUE" (green). At the bottom left, there are two small buttons with up and down arrow icons.

- (2) Enter the cash/check value in the drawer.

When an incorrect entry is made, select the designated cell and make a correct entry or void operation with the [CORR.] key.

For cash:

The 'CASH IS' screen displays a list of currency denominations on the left and a numeric keypad on the right. The denominations are: 1 CENT, 2 CENT, 5 CENT, 10 CENT, 20 CENT, 50 CENT, 1 EURO, 2 EURO, 5 EURO, 10 EURO, 20 EURO, 50 EURO, 100 EURO, 200 EURO, and 500 EURO. Each denomination has a corresponding input field with a red '0' and a white '0'. The numeric keypad includes buttons for [OK/ADD], [CORR.], BACK SPACE, CLEAR, and digits 0-9. The bottom of the screen shows 'PAGE 01 / 01'.

- Select the money type by touching item or using the **[ENTER]** key.
- Enter quantities of money and touch the **[ENTER]** key.
- To terminate the entry, touch the **[OK/ADD]** key.
- To void an incorrect entry, select the money type and enter correct quantities and touch the **[CORR.]** key.

For check:

The 'CHECK IS' screen displays input fields for 'QUANTITY' and 'AMOUNT' on the left and a numeric keypad on the right. The 'QUANTITY' field has a red '0' and the 'AMOUNT' field has a white '0.00'. The numeric keypad includes buttons for [OK/ADD], [CORR.], BACK SPACE, CLEAR, and digits 0-9. The bottom of the screen shows 'PAGE 01 / 01'.

- Enter quantities of check and touch the **[ENTER]** key.
- Enter amount of check and touch the **[ENTER]** key.
- To void an incorrect entry, enter quantities and amount and touch the **[CORR.]** key.

NOTE

For the currency conversion type is the same as the check type.

10 Programming

This chapter explains how to program various items. Before you start programming, select the PGM1 or PGM2 mode from the mode selection window depending on the item you are going to program.

Programming Menu Processing

The programming menu processing is shown below tables.

■ PGM1 mode

READING	DEPARTMENT		
	PLU/EAN		
	RANGE		
	PICK UP		
			NEW PICKING
			LAST PICKING
	DYNAMIC EAN		
	RANGE		
	PICK UP		
			NEW PICKING
			LAST PICKING
	FUNCTIONS		
	CLERK		
	CASHIER		
SETTING	ARTICLE		
	DEPARTMENT		
	PLU/EAN		
	DYNAMIC EAN		
	PLU/EAN STOCK		
			OVER WRITE
			ADD
			SUBTRACT
	FUNCTIONS		
	(-)		
	%		
	COMMISSION		
	SERVICE CHARGE		
	FOREIGN CURRENCY		
	PERSONNEL		
	CLERK		
	CASHIER		
	LICENCE		

■ PGM2 mode

READING			
	DEPARTMENT		
	PLU/EAN	RANGE	
		PICK UP	
		NEW PICKING	
		LAST PICKING	
	DYNAMIC EAN	RANGE	
		PICK UP	
		NEW PICKING	
		LAST PICKING	
	LINK PLU/EAN TABLE		
	COMBO MEAL		
	CONDIMENT TABLE		
	EAN PLU CONVERT		
	ITF PLU CONVERT		
	CRATE TABLE		
	PROMOTION TABLE		
	EAN OTHERS		
	PLU INFORMATION		
	PLU MENU KEY		
	SCALE TABLE		
	HAPPY HOUR		
	FUNCTIONS		
	MEDIA		
	TRAINING TEXT/CLK		
	CLERK		
	CASHIER		
	MANAGER		
	EMPLOYEE		
	WORKING TIME SHIFT		
	JOB LOCATE TABLE		
	CONTACTLESS KEY		
	OPTIONAL		
	REPORT		
	FUNCTION TEXT		
	FUNCTION KEY		
	FUNCTION MENU KEY		
	DEPT. GROUP		
	PLU GROUP		
	PLU HOURLY GROUP		
	MESSAGE		
	TAX		
	AUTO MENU		
	AUTO KEY SEQUENCE		
	CUSTOMER		
	CUSTOMER PROG.		

	BRANCHES			
	TRANSFER MASK			
	DEVICE CONFIG			
	DIRECT KEY			
	ONLINE CONFIG			
	INLINE CONFIG			
	MWS CONFIG			
	VMP CONFIG			
	ROM VERSION			
SETTING				
	ARTICLE			
	DEPARTMENT			
	PLU/EAN			
	DYNAMIC EAN			
	PLU RANGE			
	HAPPY HOUR			
	PLU MENU KEY			
	COMBO MEAL			
	LINK PLU/EAN TABLE			
	CONDIMENT TABLE			
	PROMOTION TABLE			
		BASIC PRESET		
		OBJECTED ITEM		
		LEVEL1		
		LEVEL2		
		LEVEL3		
		LEVEL4		
		LEVEL5		
	CRATE TABLE			
	EAN PLU CONVERT			
	ITF PLU CONVERT			
	EAN NON-PLU			
	PRESS CODE			
		GERMAN TYPE1		
		U.K.		
		FRENCH		
		SWEDEN		
		GERMAN TYPE2		
	SCALE TABLE			
	PLU/EAN STOCK			
		OVER WRITE		
		ADD		
		SUBTRACT		
	EAN DELETE			

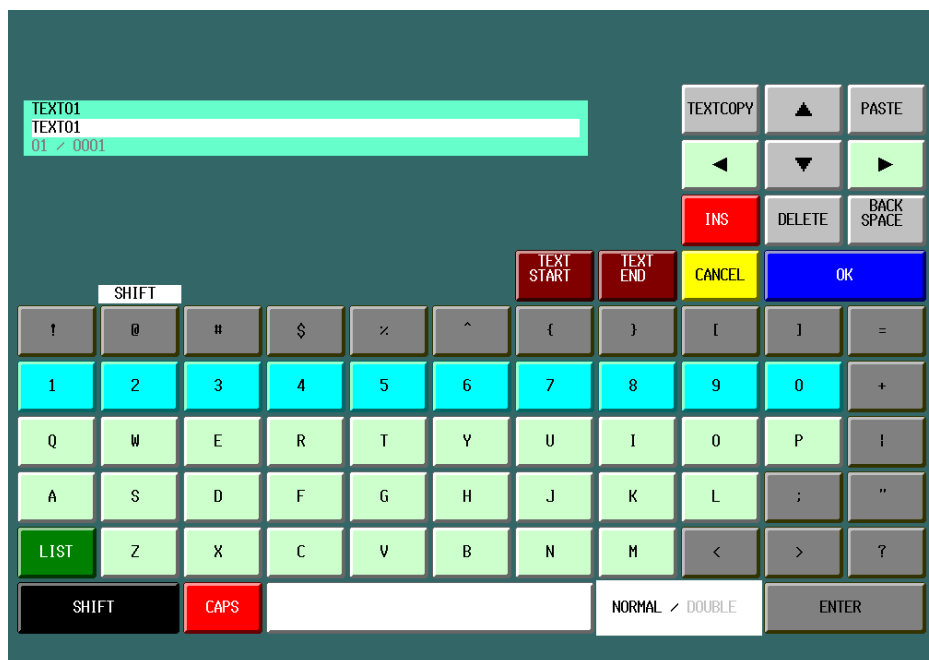
	DIRECT KEY			
	FUNCTIONS			
		(-)		
		%		
		GROUP DISCOUNT %		
		COMMISSION		
		MISC. FUNCTIONS		
			DEPOSIT	
			DEPO. (-)	
			***RA	
			***RA2	
			***PO	
			***PO2	
			CASH TIP	
			NON CASH TIP	
			CID	
			CHK/CG	
		SERVICE CHARGE		
		BONUS POINT		
			BONUS POINT TABLE	
			BONUS REDEMPTION	
	MEDIA			
		CASH		
		CHECK		
		CREDIT		
		HOTEL TRANSFER		
		CA/CHK		
		CUSTOMER CHARGE		
		FOREIGN CURRENCY		
		CURRENCY MONEY		
	TAINING TEXT/CLK			
	TEXT			
		FUNCTION TEXT		
		DEPT. GROUP		
		PLU GROUP		
		PLU HOURLY GROUP		
		PLU INFORMATION		
	PERSONNEL			
		CLERK		
		CASHIER		
		MANAGER		
		EMPLOYEE		
		JOB LOCATE TABLE		
		WORKING TIME SHIFT		
		CONTACTLESS KEY		
		CLERK KEY DEL.		

	TERMINAL			
	DATE/TIME			
	OPTIONAL			
		FUNCTION PROHIBIT		
		FUNCTION SELECT1		
		FUNCTION SELECT2		
		PRINT SELECT1		
		PRINT SELECT2		
		DISPLAY SELECT		
		EURO		
	REPORT			
		0 SKIP		
		GENERAL RPT FORMAT		
		TRANS. RPT FORMAT		
		CLERK RPT FORMAT		
		HOURLY REPORT		
		DEPT. RPT FORMAT		
		STACKED REPORT		
			REPORT 1	
			REPORT 2	
	MESSAGE			
		RECEIPT LOGO		
		FREE TEXT		
		VP TEXT		
		BILL TEXT		
		BILL FOOTER		
		PAYEE NAME		
		E. BILL MESSAGE		
		SCROLL POLE DISP.		
		SCROLL MAIN DISP.		
	FUNCTION KEY			
		FUNCTION MENU KEY		
		FUNCTION KEY		
	DEVICE CONFIG			
		JOURNAL PRINTER		
		RECEIPT/REPORT PRINTER		
		BILL PRINTER		
		KP#1		
		:		
		:		
	:			
	KP#9			
	BCR (SCANNER)			
	SCALE			
	ONLINE			
	POLE DISPLAY			

	TAX			
	CUSTOMER			
		CUSTOMER		
		CUSTOMER PROG.		
	ORDER MASK			
		BRANCHES		
		TRANSFER MASK		
	BACKUP SEND			
	BACKUP RECEIVE			
	ONLINE CONFIG			
	INLINE CONFIG			
	MWS CONFIG			
	VMP CONFIG			
D-EAN LOAD				
DATA CLEAR				
	E. JOURNAL			
	T-LOG			
	TRANSACTION			
	CLERK			
	CASHIER			
	HOURLY			
	DAILY NET			
	SIGN ON FLAG			
	GLU USED FLAG			
INITIAL D/L				
MAINTENANCE D/L				
DECLARE & RECOVERY MA/BMA				

How to Program Alphanumeric Characters

When you program alphanumeric characters, the character keyboard will be displayed as shown below.



- [TEXTCOPY]** : Used to copy the text data.
- [PASTE]** : Used to paste the text data.
- [TEXT_START]** : Used to skip to the start of a text.
- [TEXT_END]** : Used to skip to the end of a text.
- [CANCEL]** : Used to cancel programming and to get back to the previous screen.
- [OK]** : Used to finalize programming.
- [NORMAL/DOUBLE]** : Used to change the normal size or double size.
- [INS]** : Used to switch the insert/over-write mode.
- [DELETE]** : Used to delete the character or figure at the cursor position.
- [BACK_SPACE]** : Backs up the cursor for deleting the character or figure at the left of the cursor.
- [◀]** : Used to control the cursor (left)
- [▶]** : Used to control the cursor (right)
- [▼]** : Used to control the cursor (down)
- [▲]** : Used to control the cursor (up)
- [SHIFT]** : You can enter an upper-case letter by using this key. Touch this key just before you enter the upper-case letter. You should touch this key each time you enter an upper-case letter.
- [LIST]** : Used to change the page of characters.
- [CAPS]** : Used to enter the capital-letters lock mode.
- [ENTER]** : Used to start a new line.

Alphanumeric Characters

Code table for alpha descriptor programming

032-047	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047
	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
048-063	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063
	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
064-079	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079
	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
080-095	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095
	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
096-111	096	097	098	099	100	101	102	103	104	105	106	107	108	109	110	111
	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
112-127	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	p	q	r	s	t	u	v	w	x	y	z	{		}	~	△
128-143	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Å
144-159	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	ø	£	Ø	×	f
160-175	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
	á	í	ó	ú	ñ	Ñ	ª	º	¿	®	č	½	¼	¡	«	»
176-191	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
	•••	•••	•••		đ	Á	Â	À	©	ě		ň	ř	č	¥	š
192-207	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
	ť	ů	ž	Č	—	Đ	ā	Ā	Ě	Ň	Ř	Š	Ť	=	Ů	□
208-223	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
	ð	Ð	Ê	Ě	È	€	Í	Î	Ĭ	Ž	┐	■	■	┌	Ì	■
224-239	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
	Ó	ß	Ô	Ò	ō	Õ	μ	þ	Þ	Ú	Û	Ù	ý	Ý	—	'
240-255	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
	-	±	—	¾	¶	§	÷	,	°	”	.	1	3	2	■	(DC)

(DC) Double-size character code

_(095): Line feed code

■ Shaded characters are Czech characters.

NOTE

The characters “▲, ▼, ◀, ▶” of the character list can not be printed, they are only for display.

Basic Instructions

This section illustrates the basic programming by using an example of programming for departments.
(■ **Department** (ARTICLE → **DEPARTMENT** PGM1) (ARTICLE → **DEPARTMENT** PGM2))

■ Programming example

Procedure

(1) Select the PGM2 mode in the mode window. The following window is displayed.

PGM2 MODE

1 READING				
2 SETTING				
3 D-EAN LOAD				
4 DATA CLEAR				
5 INITIAL D/L				
6 MAINTENANCE D/L				
7 DECLARE & RECOVERY MA/BMA				

BACK SPACE	CLEAR			
7	8	9		
4	5	6	MGR#	
1	2	3	EMPL#	
0	00		CSR#	
EXIT	ENTER	CLK#		

(2) Touch the **[SETTING]** button to perform the programming. The following window is displayed.

SETTING

1 ARTICLE	8 TERMINAL	15 TAX	22 MWS CONFIG
2 DIRECT KEY	9 DATE/TIME	16 CUSTOMER	23 VMP CONFIG
3 FUNCTIONS	10 OPTIONAL	17 ORDER MASK	
4 MEDIA	11 REPORT	18 BACKUP SEND	
5 TRAINING TEXT/CLK	12 MESSAGE	19 BACKUP RECEIVE	
6 TEXT	13 FUNCTION KEY	20 ONLINE CONFIG	
7 PERSONNEL	14 DEVICE CONFIG	21 INLINE CONFIG	

EXIT HOME

To return to the home screen of programming

- (3) Touch the **[ARTICLE]** and **[DEPARTMENT]** button to program the department, and select the desired department and touch the **[ENTER]** key.

DEPARTMENT

PAGE UP PAGE DOWN

01 DPT.01
02 DPT.02
03 DPT.03
04 DPT.04
05 DPT.05
06 DPT.06
07 DPT.07
08 DPT.08
09 DPT.09
10 DPT.10
11 DPT.11
12 DPT.12
13 DPT.13
14 DPT.14
15 DPT.15
16 DPT.16
17 DPT.17
18 DPT.18
19 DPT.19
20 DPT.20

RECORD DELETE

BACK SPACE CLEAR

7 8 9
4 5 6
1 2 3
0 00

EXIT ENTER

- (4) Select the programming items, and set the proper data.

01

PRICE 0.00
GROUP No. 01
DESCRIPT. DPT.01
KEY TEXT DPT.01
KEY COLOR BLACK / BLUE
ENTRY TYPE OPEN
COMMISSION No. 0
OUTPUT KP No.1 0
OUTPUT KP No.2 0
RECEIPT PRINT YES
SIF/SICS/NORMAL NORMAL
RECEIPT TYPE SINGLE
PRINT ON CLK YES
ITEM VP NON-COMPULSORY
HALO 18
SCALE ENABLE

PAGE 1 PAGE 2 PAGE 3

BACK SPACE CLEAR RECORD DELETE COPY
TEXTCOPY PASTE
PREVIOUS NEXT
TEXT ENTRY
LIST

7 8 9
4 5 6
1 2 3
0 00 .

EXIT ENTER

PAGE 01 / 03

- (5) To terminate the programming, touch the **[EXIT]** key.

■ Programming function key

[RECORD_DELETE]	: Used to delete the data or item.
[BACK_SPACE]	: Backs up the cursor for deleting the character or figure at the left of the cursor.
[COPY]	: Used to copy the data from the designated item. Touch this key and select designated item.
[PAGE 1]	: Used to change the page of the data or items.
}	}
[PAGE 10]	: Used to change the page of the data or items.
[ENTER]	: Used to enter the data.
[EXIT]	: Used to terminate the programming.
[CLEAR]	: Used to clear entered data.
[LIST]	: Used to display the variation of parameter.
[NEXT]	: Used to skip to next item.
[PREVIOUS]	: Used to back to previous item.
[TEXT ENTRY]	: Used to enter the text data.
[LIST MENU]	: Used to display item list.
[REG MENU]	: Used to display registration screen.
[SELECT SCREEN]	: Used to select the screen.
[MOV.WINDOW]	: Used to change the display position of sub-window.
[PAGE_UP]	: Used to page up the window.
[PAGE_DOWN]	: Used to page down the window.
[▼]	: Used to control the cursor (down)
[▲]	: Used to control the cursor (up)
[TEKTCOPY]	: Used to copy the text data.
[PASTE]	: Used to paste the text data.

POS Setting Data

The POS setting data can be confirmed with the following tables.

The default programming data of parameters is emphasized in bold character.

■ Department (ARTICLE → DEPARTMENT PGM2 or PGM1)

- (1) Select the PGM2 or PGM1 mode in the mode selection window, and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the detail menu.
- (3) Touch the **[DEPARTMENT]** button to program the each department.
- (4) Enter or select the department number and touch the **[ENTER]** key.
- (5) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (5) satisfactorily.
- (6) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PRICE	Unit price (max. 6 digits)
GROUP No.	01-09 : Plus department 10: Minus department 11: Plus hash department 12: Minus hash department 13: Plus bottle return department 14: Minus bottle return department 15-17: Non-turnover 1-3
DESCRIPT.	Description for a department. Up to 20 characters can be entered. (DPT.X_X_)
KEY TEXT	Description for a dept. key. Up to 16 characters can be displayed. (DPT.X_X_)
KEY COLOR	232 colors (Fore color/Back color: BLACK/BLUE)
ENTRY TYPE	Type of unit price entry for departments OPEN & PRESET: Open & preset PRESET: Preset only OPEN : Open only INHIBIT: Inhibited
COMMISSION No.	Commission group number (1 through 9) If the number " 0 " is entered, no commission group number will be assigned to a department.
OUTPUT KP No.1	ID number of the network remote printer 1 (1 through 9) If the number " 0 " is entered, no remote printer will operate.
OUTPUT KP No.2	ID number of the network remote printer 2 (1 through 9) If the number " 0 " is entered, no remote printer will operate.
RECEIPT PRINT	YES : Prints the department sales information on the receipt. NO: Prints nothing on the receipt.
SIF/SICS/NORMAL	Department type selection SIF: SIF department SICS: SICS department NORMAL : Department other than SIF or SICS department
RECEIPT TYPE	Receipt type selection (When the receipt type is "single/double" or "single/double + addition.") DOUBLE: Double receipt type SINGLE : Single receipt type

(To be continued)

Text	Parameter
PRNT ON CLK	YES: Prints the department sales information on the clerk report. NO: Prints nothing on the clerk report.
ITEM VP	COMPULSORY: Makes item validation printing compulsory. NON-COMPULSORY: Makes item validation printing non-compulsory.
HALO	<ul style="list-style-type: none"> You can set an upper limit amount (HALO) for each department. The limit is effective for the REG mode operations and can be overridden in the MGR mode. AB is the same as $A \times 10^B$. A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8)
SCALE	COMPULSORY: Makes a scale entry compulsory. ENABLE: Enables a scale entry. INHIBIT: Inhibits a scale entry.
TARE TABLE	Scale table number associated with scale entry (1 through 9)/0
VMP No.	VMP file number for EAN (1 through 3) If the number "0" is entered, no VMP file number is assigned.
TAXABLE1	YES: Taxable 1 NO: Non-taxable 1
:	:
:	:
TAXABLE6	YES: Taxable 6 NO: Non-taxable 6
GROUP DISCOUNT1	YES: Discountable 1 NO: Non-discountable 1
:	:
:	:
GROUP DISCOUNT10	YES: Discountable 10 NO: Non-discountable 10

■ **PLU/EAN** (ARTICLE → **PLU/EAN** PGM2 or PGM1)

PLU code: max. 5 digits (1 to 99999)

UPC/EAN code: max. 13 digits (EAN13, EAN8, UPC-A)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PLU/EAN]** button to display the each PLU/EAN.
- (3) Touch the direct PLU key or the **[LIST MENU]** key to open the PLU list. Select now the PLU to be programmed and touch the **[ENTER]** key. You can also touch the corresponding PLU in the PLU list to program this. By touching the **[SELECT SCREEN]** key you can select other screens which show other direct PLU keys.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily. For the programming items, refer to the following tables. (same as dynamic EAN).
- (5) To terminate the programming, touch the **[EXIT]** key.

■ **PLU range** (ARTICLE → **PLU RANGE** PGM2)

PLU code: max. 5 digits (1 to 99999)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PLU RANGE]** button to display the PLU range window.
- (3) Enter the following range data and touch the **[ENTER]** key to program the range PLU.

Text	Parameter
START CODE	Start code of the range max. 5 digits (00000 -99999)
END CODE	End code of the range max. 5 digits (00000 -99999)
OPERATION	Type for the operation DELETE: Delete MAINTENANCE: Maintenance NEW&MAINTENANCE : New create and maintenance

- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily. For the programming items, refer to the following tables. (same as dynamic EAN).
- (5) To terminate the programming, touch the **[EXIT]** key.

■ **Dynamic EAN** (ARTICLE → **DYNAMIC EAN** PGM2 or PGM1)

UPC/EAN code: max. 13 digits (EAN13, EAN8, UPC-A)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[DYNAMIC EAN]** button to display the dynamic EAN.
- (3) Touch or enter the dynamic EAN number and touch the **[ENTER]** key to program the each dynamic EAN.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
DEPT.CODE	<p>Department code to be associated with the entered PLU/EAN (01 through 99)</p> <p>When a PLU/EAN is associated with a department, the following functions of the PLU/EAN depend on the programming for the department.</p> <ul style="list-style-type: none"> • Grouping (group 1 through 17) • Item validation print compulsory/non-compulsory • Single item cash sale/Single item finalize • Single receipt/double receipt • HALO (only for subdepartments)
SIGN	<p>+ : Plus PLU/EAN - : Minus PLU/EAN</p> <p>The function of every PLU/EAN varies according to the combination of its sign and the sign of its associated department as follows:</p> <p>Department (+) / PLU/EAN (+) : Serves as a normal plus PLU/EAN Department (-) / PLU/EAN (-) : Serves as a normal minus PLU/EAN. Department (+) / PLU/EAN (-) : Accepts store coupon entries, but not split-pricing entries. Department (-) / PLU/EAN (+) : Not valid; not accepted</p>
PRICE1	Unit price of price level 1 (max. 6 digits)
:	:
:	:
PRICE8	Unit price of price level 8 (max. 6 digits)
BASE QTY	Base quantity for each PLU/EAN that should be applied only to split-pricing entries (max. 2 digits: 0 to 99)
TEXT1	<p>Description for a PLU/EAN (for price level 1) : PLUXXXXX</p> <p>Up to 16 or 20 characters can be entered.</p>
:	:
:	:
TEXT8	<p>Description for a PLU/EAN (for price level 8) : "space"</p> <p>Up to 16 or 20 characters can be entered.</p>
KEY TEXT	<p>Description for a touch key : XXXXX or "space"(for EAN)</p> <p>Up to 16 characters can be displayed.</p>
KEY COLOR	232 colors (Fore color/Back color: BLACK/YELLOW)
ENTRY TYPE	<p>OPEN: Open price only INHIBIT: Inhibited OPEN&PRESET: Open price and preset price PRESET: Preset price only <i>(For EAN, it is fixed to "PRESET".)</i></p>
MENU TYPE	<p>COMBO: Combo PLU/EAN LINK: Link PLU/EAN NORMAL: Normal PLU/EAN</p>
COMBO#/LINK#	Table number for combo PLU/EANs/link PLUs (1 through 99)/0
CONDIMENT TBL#	<p>Table number for condiment entry (01 through 99)/00</p> <p><i>(For EAN, it is fixed to "00".)</i></p>
CONDIMENT TYPE	<p>YES: Condiment type NO: Non-condiment type <i>(For EAN, it is fixed to "NO".)</i></p>
CONDIMENT	<p>COMPULSORY: Makes a condiment entry compulsory. NON-COMPULSORY: Makes a condiment entry non-compulsory. <i>(For EAN, it is fixed to "NON-COMPULSORY".)</i></p>

(To be continued.)

Text	Parameter
PRICE SHIFT	COMPULSORY: Makes PLU/EAN price level shift compulsory. INHIBIT: Inhibits PLU/EAN price level shift. ALLOWED : Allows PLU/EAN price level shift.
SCALE	COMPULSORY: Makes a scale entry compulsory. ENABLE: Enables a scale entry. INHIBIT : Inhibits a scale entry.
TARE TABLE#	Scale table number associated with scale entry (1 through 9)/ 0
SORT GROUP	PLU sort group number (00 through 99)/ 01
INFORMATION#	Information text number (max. 4 digits: 0001 to 9999)/ 0000
COMMISSION No.	You can assign a PLU/EAN to a commission group (1 through 9). If the number " 0 " is entered, no commission group number will be assigned to a PLU/EAN.
OUTPUT KP No.1	ID number of the network remote printer 1 (1 through 9) If the number " 0 " is entered, no remote printer will operate.
OUTPUT KP No.2	ID number of the network remote printer 2 (1 through 9) If the number " 0 " is entered, no remote printer will operate.
RECEIPT PRINT	YES : Prints the PLU/EAN sales information on the receipt. NO : Prints nothing on the receipt.
PRINT ON CLK	YES : Printing on the clerk report. NO : No printing
TAXABLE1	YES : Makes the PLU/EAN taxable 1. NO : Makes the PLU/EAN non-taxable 1.
:	:
:	:
TAXABLE6	YES : Makes the PLU/EAN taxable 6. NO : Makes the PLU/EAN non-taxable 6.
PINT PRICE1	Pint price of price level 1 (max. 6 digits)
:	:
:	:
PINT PRICE8	Pint price of price level 8 (max. 6 digits)
PINT BASE QTY	Base quantity for each PLU/EAN that should be applied only to half/double pint entries (max. 2 digits: 0.0 to 9.9)/ 1
HAPPY HOUR1	YES : Enables the happy hour 1 entry. NO : Disables the happy hour 1 entry.
:	:
:	:
HAPPY HOUR9	YES : Enables the happy hour 9 entry. NO : Disables the happy hour 9 entry.
GROUP DISCOUNT1	YES : Discountable NO : Non-discountable
:	:
:	:
GROUP DISCOUNT10	YES : Discountable NO : Non-discountable
HOURLY GR.#1	PLU hourly group number to classify PLUs for PLU hourly group reports (1 through 9)/ 0
HOURLY GR.#2	PLU hourly group number to classify PLUs for PLU hourly group reports (1 through 9)/ 0
HOURLY GR.#3	PLU hourly group number to classify PLUs for PLU hourly group reports (1 through 9)/ 0

(To be continued.)

Text	Parameter
BONUS POINT	Bonus points for a PLU/EAN (max. 7 digits)/0
MINIMUM STOCK	Minimum stock quantity for a PLU/EAN (max. 7 digits)/0
NON-ACCESS	NON DEL.: Not delete non-accessed EANs by Z1 report. DEL. BY Z: Delete non-accessed EANs by Z1 report. (For PLU, it is fixed to "NON DEL.")

■ Happy hour (ARTICLE → HAPPY HOUR PGM2)

Happy hour: happy hour 1 to happy hour 9

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[HAPPY HOUR]** button to display the each happy hour.
- (3) Touch the happy hour 1 through 9 to program the each happy hour.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
START TIME	Start time: hour/minute (0000 to 2359)
END TIME	End time: hour/minute (0000 to 2359)
SHIFT LEVEL	Shift level (1 to 9)
MONDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
TUESDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
WEDNESDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
THURSDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
FRIDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
SATURDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.
SUNDAY	ENABLE: Enables the happy hour function. DISABLE: Disables the happy hour function.

■ PLU menu key (ARTICLE → PLU MENU KEY PGM2)

Menu number: max. 2 digits (1 to 50)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PLU MENU KEY]** button to display the menu key list.
- (3) Select the PLU menu key or enter the PLU menu key number, the operation list ("KEY STYLE PRESET"/"KEY CONTENT PRESET") window is displayed. Select the operation.
- (4) When the "KEY STYLE PRESET" operation is selected, the following data can be programmed.

Text	Parameter
TEXT	max. 16 digits characters ("space")
KEY SIZE	2x2: 2x2 size key VERTICAL DOUBLE: Vertical double size key HORIZONTAL DOUBLE: Horizontal double size key SINGLE : Single size key
SCREEN NO.	Screen no. : max. 2 digits (1 to 30/0)
AFTER MENU ENTRY	After menu entry operation: STAY: Stay the current screen RETURN : Return to the HOME

Touch the corresponding item, and select or enter programming data.

- (4)' When the "KEY CONTENT PRESET" operation is selected, the content list window is displayed.
Select a key. The content programming window will be displayed.
Touch the **[LIST]** key and select one of the items PLU/MENU/INHIBIT. Then touch the **[CONTINUE]** button and enter the PLU code or menu code.
- (5) To finish the programming, touch the **[EXIT]** key.

■ Combo meal table (ARTICLE → COMBO MEAL PGM2)

Table number: max. 2 digits (1 to 99)

Tied PLU: max. 10 PLUs

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[COMBO MEAL]** button to display the table list.
- (3) Touch or enter the combo meal table number and touch the **[ENTER]** key to program the combo meal table.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
COMBO PLU1	Tied PLU code (max. 5 digits)
PRICE	Unit price of each combo menu (max. 6 digits)
:	:
:	:
COMBO PLU10	Tied PLU code (max. 5 digits)
PRICE	Unit price of each combo menu (max. 6 digits)

■ Link PLU/EAN table (ARTICLE → LINK PLU/EAN TABLE PGM2)

Table number: max. 2 digits (1 to 99)

Linked PLU/EAN: max. 30 PLUs/EANs

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[LINK PLU/EAN TABLE]** button to display the table list.
- (3) Touch or enter the link table number and touch the **[ENTER]** key to program the link PLU/EAN table.
- (4) Touch the required programming item, and enter PLU/EAN code and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
LINK PLU/EAN #1	Linked PLU code (max. 5 digits) or EAN code (max. 8 - 13 digits)
:	:
:	:
LINK PLU/EAN #30	Linked PLU code (max. 5 digits) or EAN code (max. 8 - 13 digits)

■ PLU condiment table (ARTICLE → CONDIMENT TABLE PGM2)

Table number: max. 2 digits (1 to 99)

Condiment PLU: max. 30 condiment PLUs

Example:

When you enter a menu-item PLU, a message such as "HOWCOOK?" is prompted and a list of the "Condiment PLUs" will appear. You must specify one of the "Condiment PLUs" such as "WELLDONE" to meet a special order of the guest. In an example of the condiment table shown below, it is assumed that condiment table no.1 is assigned to PLU number 21 (programmed text "STEAK") and table no. 4 is assigned to table no. 1 as the next table no. When you enter the PLU number 21, the message "HOWCOOK?" will appear to prompt you to specify one of "RARE," "MED.RARE," and "WELLDONE." If the guest chooses "RARE," select it from the list. Then the next message "POTATO?" will appear to prompt you to specify one of "P.CHIPS," "MASHED.P," and "BAKED.P." If the guest chooses mashed potato, select it. If the guest chooses baked potato, the flavor list will appear to prompt you to specify one of "BUTTER" and "SOUR CREAM".

Here is an example of how to perform a condiment entry when your condiment table is as shown below.

(Example:)

PLU:

PLU	Name	Price	Condiment Table #
PLU00021	STEAK	€20.00	1
PLU00038	BAKED.P	€0.50	5

Condiment table:

Condiment Table #	Contents	Linking Condiment Table #	Condiment PLU		
			PLU	Name	Price
1	HOWCOOK?	4	PLU00023	RARE	0.00
			PLU00025	MED.RARE	0.00
			PLU00027	WELLDONE	0.00
4	POTATO?	End (nothing)	PLU00033	P.CHIPS	0.60
			PLU00037	MASHED.P	0.60
			PLU00038	BAKED.P	0.50
5	FLAVOR	End (nothing)	PLU00040	BUTTER	0.00
			PLU00041	SOUR CREAM	0.00

Table number: max. 2 digits (1 to 99)

Condiment PLU: max. 30 condiment PLUs

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[CONDIMENT TABLE]** button to display the table list.
- (3) Touch or enter the condiment table number and touch the **[ENTER]** key to program the table.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Message text max.16 characters
NEXT LINK TBL#	Next link condiment table# max. 2 digits (1 to 99/0)
KEY SIZE	2x2: 2x2 size key VERTICAL DOUBLE: Vertical double size key HORIZONTAL DOUBLE: Horizontal double size key SINGLE : Single size key
PLU#01	Condiment PLU 1: 5 digits (PLU code)
PRICE LEVEL#1	Price level for condiment PLU#1 (0 to 8)
:	:
:	:
PLU#30	Condiment PLU30: 5 digits (PLU code)
PRICE LEVEL#30	Price level for condiment PLU#30 (0 to 8)

■ Promotion table (global/individual type) (ARTICLE → PROMOTION TABLE PGM2)

There are two types of promotion tables: the global type and individual type. The global type requires you to program a trip level for a set of objected items while the individual type requires you to program a trip level for each objected item.

Table number: max. 3 digits (1 to 999)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PROMOTION TABLE]** button to display the table list.
- (3) Touch or enter the promotion table number and touch the **[ENTER]** key to program the table.
- (4) Touch the **[BASIC PRESET]**, **[OBJECTED ITEM]**, or **[LEVEL1]** through **[LEVEL5]** button to program details.
- (5) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (5) satisfactorily.
- (6) To terminate the programming, touch the **[EXIT]** key.

● Basic preset (ARTICLE → PROMOTION TABLE → BASIC PRESET PGM2)

Text	Parameter
TEXT	Description for each promotion table (max. 12 characters)
TYPE	GLOBAL: global type INDIVIDUAL: individual type
START TIME	Start time: hhmm (0000 to 2359)
END TIME	End time: hhmm (0000 to 2359)
MONDAY	ENABLE: DISABLE:
TUESDAY	ENABLE: DISABLE:
WEDNESDAY	ENABLE: DISABLE:
THURSDAY	ENABLE: DISABLE:
FRIDAY	ENABLE: DISABLE:
SATURDAY	ENABLE: DISABLE:
SUNDAY	ENABLE: DISABLE:
PROMOTION REPORT	YES: NO:

● **Objected item** (ARTICLE → PROMOTION TABLE → **OBJECTED ITEM** PGM2)

Objected items for promotion: max. 25 items

Text	Parameter
ITEM KIND	PLU/EAN: Select to program a PLU/EAN. DEPT: Select to program a department. GROUP: Select to program a PLU group. INHIBIT : Inhibited
PLU/EAN CODE	PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0
DEPT	Dept. code (1 - 99)/ 0
GROUP	Group no. (1 - 99)/ 0

● **Trip level** (ARTICLE → PROMOTION TABLE → LEVEL1 through LEVEL5 PGM2)

● **For global type**

Text	Parameter
WAY	Promotion way: AMOUNT DISCOUNT : Selects the amount discount type. % DISCOUNT : Selects the percent discount type. GIVE FREE ITEM : Selects the give-free-item type. CHEAPER ITEM FREE : Selects the cheaper-item-free type. SELLING PRICE : Selects the selling price type.
AMOUNT DISCOUNT	Discount amount: max. 6 digits (0 to 999999)
% DISCOUNT	Discount rate: 0.00 to 100.00%
GIVE FREE ITEM	PLU/EAN code: PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0
CHEAPER ITEM FREE	Quantity: max. 2 digits (0 to 99)
SELLING PRICE	Selling price: max. 6 digits (0 to 999999)
TRIP LEVEL	Trip level: max. 2 digits (1 to 99)/ 0

● **For individual type**

Text	Parameter
WAY	Promotion way: AMOUNT DISCOUNT : Selects the amount discount type. % DISCOUNT : Selects the percent discount type. GIVE FREE ITEM : Selects the give-free-item type. CHEAPER ITEM FREE : Selects the cheaper-item-free type. SELLING PRICE : Selects the selling price type.
AMOUNT DISCOUNT	Discount amount: max. 6 digits (0 to 999999)
% DISCOUNT	Discount rate: 0.00 to 100.00%
GIVE FREE ITEM	PLU/EAN code: PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0
CHEAPER ITEM FREE	Quantity: max. 2 digits (0 to 99)
SELLING PRICE	Selling price: max. 6 digits (0 to 999999)
TRIP LEVEL1	Trip level for objected item 1: max. 2 digits (1 to 99)/ 0
:	:
:	:
TRIP LEVEL25	Trip level for objected item 25: max. 2 digits (1 to 99)/ 0

■ **Crate table** (ARTICLE → **CRATE TABLE** PGM2)

Table number: max. 2 digits (1 to 99)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[CRATE TABLE]** button to display the table list.
- (3) Touch or enter the crate table number and touch the **[ENTER]** key to program the table.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CRATE PLU/EAN#	Crate PLU/EAN code: PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0
COMBINATION FUNC.	YES: NO:
TEXT	Description for each crate table (max. 16 characters)
NUMBER OF BOTTLE	Number of bottles in the crate: max. 2 digits (0 to 99)
PRICE	Crate table price: max. 6 digits (0 to 999999)
PRICE LEVEL	Price level: LEVEL1 to LEVEL8
PLU/EAN#1	PLU/EAN code in the bottles: PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0
:	:
:	:
PLU/EAN#10	PLU/EAN code in the bottles: PLU code (max. 5 digits)/EAN code (6 - 13 digits)/ 0

■ EAN- to-PLU converting table (ARTICLE → EAN PLU CONVERT PGM2)

EAN code: 6 - 13 digits

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[EAN PLU CONVERT]** button to display the convert list.
- (3) Touch or enter the EAN number and touch the **[ENTER]** key to program the convert table.
- (4) Enter the PLU code, and touch the **[ENTER]** key.
Repeat steps (3) - (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PLU CODE	PLU code (max. 5 digits)/0

■ ITF- to-PLU converting table (ARTICLE → ITF PLU CONVERT PGM2)

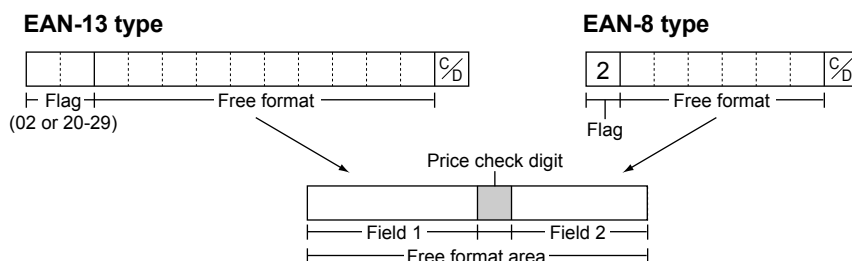
ITF code: more less 14 digits or 16 digits

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[ITF PLU CONVERT]** button to display the convert list.
- (3) Touch or enter the ITF code and touch the **[ENTER]** key to program the convert table.
- (4) Enter the PLU code, and touch the **[ENTER]** key.
Repeat steps (3) - (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PLU CODE	PLU code (max. 5 digits)/0

■ EAN Non-PLU code format (ARTICLE → EAN NON-PLU PGM2)

Format table: Format 1 through Format 12



- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[EAN NON-PLU]** button to display the format list.
- (3) Touch or enter the format number and touch the **[ENTER]** key to program the format.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TYPE OF CODE	EAN8: EAN-8 format code EAN13: EAN-13 format code (UPC-A is "0n" of EAN13)
SYSTEM CODE	n: EAN8, nn: EAN13(UPC-A)
LENGTH FIELD#1	Length of field 1 (0 to 9)
LENGTH FIELD#2	Length of field 2 (0 to 9)
FIELD#1 DATA	FREE (fixed "FREE")
FIELD#2 DATA	Meaning of field 2 QUANTITY: quantity PRICE : Price
PRICE CHECK DIGIT	Price Check digit YES: Use the price check digit NO : Not use the price check digit
TAB	TAB or decimal point of field 2 : 3/2/1/0

■ Press code (for EAN) (ARTICLE → PRESS CODE PGM2)

Press code format: GERMAN TYPE1/U.K./FRENCH/SWEDEN/German TYPE2

- 1: GERMAN TYPE1 (prefix code: 434/439)
- 2: U.K. (prefix code: 988/989)
- 3: FRENCH (prefix code: 378/379)
- 4: SWEDEN (prefix code: 7388)
- 5: GERMAN TYPE2 (prefix code: 414/419)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PRESS CODE]** button to display the format list.
- (3) Touch the **[GERMAN TYPE1]**, **[U.K.]**, **[FRENCH]**, **[SWEDEN]**, or **[GERMAN TYPE2]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

GERMAN TYPE1/U.K./FRENCH/SWEDEN/GERMAN TYPE2

Text	Parameter
TYPE OF CODE	NORMAL: Normal EAN PRESS: Press code
PRICE	Price entry method for press code (This setting is valid only when PRESS CODE is set for TYPE OF CODE.) PRESET: Using the EAN preset price ENCODED: Using the encoded price COMPULSORY: Compulsory entry
LABEL TYPE	Label of record in EAN file (This setting is valid only when PRESS CODE is set for TYPE OF CODE.) ARTICLE: Prefix + article code Select this option when you want to summarize the sales of items having press codes by each item. PREFIX: Prefix only Select this option when you want to summarize the sales of items having press codes by category.

■ Scale table (ARTICLE → SCALE TABLE PGM2)

Scale table no.: 1 digit (1 to 9)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[SCALE TABLE]** button to display the scale table list.
- (3) Touch the scale table number button to program the tare weight.
- (4) Enter the tare weight and touch the **[ENTER]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
WEIGHT	Tare weight : max. 4 digits (0 to 9.999) kg (or 0 to 99.99 lbs)

NOTE When the “DEL” key is touched on table number selection menu, the table is deleted.

■ PLU/EAN stock (ARTICLE → PLU/EAN STOCK PGM2 or PGM1)

PLU/EAN stock: max. 7 digits

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[PLU/EAN STOCK]** button to display the operation menu (over-write, addition, or subtraction). To create the new stock, select the over-write operation.
- (3) Touch the **[OVER WRITE]**, **[ADD]**, or **[SUB]** button to program details.
- (4) Touch or enter the PLU/EAN code and touch the **[ENTER]** key to program the stock.
- (5) Enter the stock data to over-write/addition/subtraction and touch the **[ENTER]** key.
- (6) To terminate the programming, touch the **[EXIT]** key.

OVER WRITE

Text	Parameter
CURRENT STOCK	Current stock (display only)
NEW STOCK	max. 7 digits

ADD

Text	Parameter
CURRENT STOCK	Current stock (display only)
ADD	max. 7 digits

SUBTRACT

Text	Parameter
CURRENT STOCK	Current stock (display only)
SUB	max. 7 digits

■ EAN delete (ARTICLE → EAN DELETE PGM2)

You can delete the EAN codes which have not been accessed during the period you set in this program when you execute the delete job in EAN DELETE in X1/Z1 mode.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ARTICLE]** button to display the menu, and touch the **[EAN DELETE]** button to program the detail.
- (3) Enter the delete period and touch the **[ENTER]** key.
- (4) To terminate the programming, touch the **[EXIT]** key.

EAN DELETE

Text	Parameter
PERIOD(DAY)	Delete period Day : 2 digits (01 to 99/ 00) (00 = No deleting)

■ Direct key (DIRECT KEY PGM2)

- (1) Select the PGM2 mode and touch the [SETTING] to perform the programming.
- (2) Touch the **[DIRECT KEY]** button to display the screen list.
- (3) Select the corresponding screen, the "SETTING/COPY" selection window is displayed.
To program the key, select the "SETTING". When the "SETTING" is selected, the keyboard screen is displayed.
(If you want to copy another keyboard screen, select "COPY" and select the proper screen.)
- (4) Touch the desired key position to program.
The "CREATE NEW KEY/EDIT KEY CONTENT/DELETE THIS KEY" menu is displayed. Select the proper operation from the menu.
 - When the "CREATE NEW DIRECT KEY" is selected, the key type window is displayed. Select the key size (SINGLE/2X2/HORIZONTAL DOUBLE/HORIZONTAL TRIPLE/VERTICAL DOUBLE) and program the key contents.
 - When the "EDIT KEY CONTENT " is selected, the key contents window is displayed, program the key contents.
 - When the "DELETE THIS KEY" is selected, the required key is deleted.
- (5) To finish the programming touch the **[EXIT]** key.

<Key contents>

PLU CODE

Text	Parameter
LEVEL1	PLU code (max. 5 digits)
LEVEL 2	PLU code (max. 5 digits)
:	:
:	:
LEVEL10	PLU code (max. 5 digits)

DEPT. CODE

Text	Parameter
DEPT. CODE	Dept. code (max. 2 digits)

■ Discount key ((-)1 through (-)9) (FUNCTIONS → (-) PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[(-)]** button to display the (-) key list.
- (3) Select the (-) key to program each (-) key.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
AMOUNT	Discount amount (max. 6 digits)/ 0
TEXT	Description for the discount key. Up to 12 characters can be entered.
SIGN	Programming of the + or - sign assigns the premium or discount function to each discount key. -: Minus amount (discount) +: Plus amount (premium)
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
ENTRY TYPE	RA: Received on account (-) ITEM: Item (-) SBTL : Subtotal (-)

■ Percent key (%1 through %9) (FUNCTIONS → % PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[%]** button to display the % key list.
- (3) Select the % key to program each % key.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE	Percent rate (0.00 to 100.00)
TEXT	Description for the percent key. Up to 12 characters can be entered.
SIGN	Programming of the + or - sign assigns the premium or discount function to each percent key. -: Minus amount (discount) +: Plus amount (premium)
%HALO	% HALO: HALO (High Amount Lockout) for the percent key (0.00 to 100.00)
ENTRY TYPE	RA: Received on account % ITEM: Item % SBTL : Subtotal %

■ Group discount key (GDSC%1 through GDSC%9)

(FUNCTIONS → **GROUP DISCOUNT %** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[GROUP DISCOUNT %]** button to display the group discount % key list.
- (3) Select the group discount % key to program each function key.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE	Percent rate (0.00 to 100.00)
TEXT DISC.	Description for the group discount key Up to 12 characters can be entered.
TEXT DISC. ST	Description for group discount subtotal Up to 12 characters can be entered.
SIGN	Programming of the + or - sign assigns the premium or discount function to each group discount key. -: Minus amount (discount) +: Plus amount (premium)
%HALO	% HALO: HALO (High Amount Lockout) for the group discount key (0.00 to 100.00)

■ Commission (FUNCTIONS → **COMMISSION** PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[COMMISSION]** button to display the commission list.
- (3) Select the commission to program each function.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE	Percent rate (0.00 to 99.999)
TEXT	Description for the commission. Up to 12 characters can be entered.

■ Miscellaneous functions

(deposit, RA, PO, cash tip, non-cash tip, cash in drawer, check change)

(FUNCTIONS → **PMISC. FUNCTIONS** PGM2)

Miscellaneous functions:

- Deposit or Deposit refund
- RA or RA2
- PO or PO2
- Cash tip
- Non-Cash tip
- Cash in drawer
- Check change

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[MISC. FUNCTIONS]** button to display the function list.
- (3) Touch the **[DEPOSIT]**, **[DEPO. (-)]**, **[***RA]**, **[***RA2]**, **[***PO]**, **[***PO2]**, **[CASH TIP]**, **[NON CASH TIP]**, **[CID]**, or **[CHK/CG]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

DEPOSIT or DEPO. (-)

Text	Parameter
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
TEXT	Description for the deposit or deposit refund. Up to 12 characters can be entered.

RA or RA2

Text	Parameter
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
TEXT	Description for the RA or RA2. Up to 12 characters can be entered.

PO or PO2

Text	Parameter
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
TEXT	Description for the PO or PO2. Up to 12 characters can be entered.

CASH TIP or NON CASH TIP

Text	Parameter
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
TEXT	Description for the cash tip or non-cash tip. Up to 12 characters can be entered.

CID (Sentinel)

Text	Parameter
TEXT	Description for the cash in drawer. Up to 12 characters can be entered.
HALO	max. 9 digits (0 to 999999999)

CHK/CG

Text	Parameter
TEXT	Description for the check change. Up to 12 characters can be entered.
HALO	max. 8 digits (0 to 99999999)

■ **Service charge** (FUNCTIONS → **SERVICE CHARGE** PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[SERVICE CHARGE]** button to program the service charge.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE	Percent rate (0.00 to 100.00)
TEXT	Description for the service charge. Up to 12 characters can be entered.

■ Bonus points (FUNCTIONS → BONUS POINT PGM2)

You can program up to 10 sets of purchase amounts and bonus points in the bonus point table.

In the bonus redemption programming, you can set the minimum bonus point, redeemed bonus points and discount amount for the redeemed bonus points.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTIONS]** button to display the menu, and touch the **[BONUS POINT]** button to display the program list.
- (3) Touch the **[BONUS POINT TABLE]** or **[BONUS REDEMPTION]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

BONUS POINT TABLE

Text	Parameter
AMOUNT1	Amounts for bonus point 1 (max. 9 digits)/0
BONUS POINT1	Bonus points for amount 1 (max. 7 digits)/0
:	:
:	:
AMOUNT10	Amounts for bonus point 10 (max. 9 digits)/0
BONUS POINT10	Bonus points for amount 10 (max. 7 digits)/0

BONUS REDEMPTION

Text	Parameter
MINIMUM POINT	Minimum bonus point (max. 7 digits)/0
REDEEMED POINTS	Bonus points redeemed for the following amount (max. 7 digits)/0
REDEEMED AMOUNT	Discount amount for the redeemed points (max. 5 digits)/0

■ Cash key (MEDIA → CASH PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu, and touch the **[CASH]** button to display the cash key list.
- (3) Select the cash key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the cash key. Up to 12 characters can be entered.
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
BILL PRINT	COMPULSORY: Makes bill printing compulsory. NON-COMPULSORY: Makes bill printing non-compulsory.
FOOTER PRINT	This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified cash key is used. YES: Enables footer printing on the receipt. NO: Disables footer printing on the receipt.
NAME&ADDRESS	Threshold amount to prompt the name and address entry. max. 8 digits (0 to 99999999)
AMOUNT ENTRY	You may select compulsory or non-compulsory amount tender. COMPULSORY: Compulsory amount tendered entry NON-COMPULSORY: Non-compulsory amount tendered entry
NON-ADD#	You can make the non-add code entry compulsory when a cash entry is accepted. COMPULSORY: Compulsory non-add code entry NON-COMPULSORY: Non-compulsory non-add code entry
VP	COMPULSORY: Compulsory validation printing NON-COMPULSORY: Non-compulsory validation printing
DRAWER OPEN	YES: Opens the drawer. NO: Disables the drawer opening.
CHANGE SELECT	Change selection: BY TICKET: BY CASH:
CLOSED TRANSACTION	Retention on "closed transaction file": RETAINED: NO RETAINED:

■ Check key (MEDIA → CHECK PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu, and touch the **[CHECK]** button to display the check key list.
- (3) Select the check key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the check key. Up to 12 characters can be entered.
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
BILL PRINT	COMPULSORY: Makes bill printing compulsory. NON-COMPULSORY : Makes bill printing non-compulsory.
FOOTER PRINT	This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified check key is used. YES: Enables footer printing on the receipt. NO : Disables footer printing on the receipt.
NAME&ADDRESS	Threshold amount to prompt the name and address entry. max. 8 digits (0 to 99999999)
AMOUNT ENTRY	You may select compulsory or non-compulsory amount tender. COMPULSORY: Compulsory amount tendered entry NON-COMPULSORY : Non-compulsory amount tendered entry
NON-ADD#	You can make the non-add code entry compulsory when a check entry is accepted. COMPULSORY: Compulsory non-add code entry NON-COMPULSORY : Non-compulsory non-add code entry
EFT	COMPULSORY: Makes EFT function compulsory. NON-COMPULSORY : Makes EFT function non-compulsory.
DRAWER OPEN	YES: Opens the drawer. NO : Disables the drawer opening.
CHANGE DUE	Either change enable or disable can be selected for each check key. DISABLE: Disables change calculation. ENABLE : Enables change calculation.
DESCRIPTOR	Currency descriptor. Up to 4 characters can be entered.
VP	COMPULSORY: Compulsory validation printing NON-COMPULSORY : Non-compulsory validation printing
CHANGE SELECT	Change selection: BY TICKET: BY CASH :
CLOSED TRANSACTION	Retention on "closed transaction file": RETAINED : NO RETAINED:

■ Credit key (MEDIA → CREDIT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu, and touch the **[CREDIT]** button to display the credit key list.
- (3) Select the credit key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the credit key. Up to 12 characters can be entered.
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
BILL PRINT	COMPULSORY: Makes bill printing compulsory. NON-COMPULSORY : Makes bill printing non-compulsory.
FOOTER PRINT	This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified credit key is used. YES: Enables footer printing on the receipt. NO : Disables footer printing on the receipt.
NAME&ADDRESS	Threshold amount to prompt the name and address entry. max. 8 digits (0 to 99999999)
AMOUNT ENTRY	You may select compulsory or non-compulsory amount tender. COMPULSORY: Compulsory amount tendered entry INHIBITED : Inhibits amount tendered entry
NON-ADD#	You can make the non-add code entry compulsory when a credit entry is accepted. COMPULSORY: Compulsory non-add code entry NON-COMPULSORY : Non-compulsory non-add code entry
EFT	COMPULSORY: Makes EFT function compulsory. NON-COMPULSORY : Makes EFT function non-compulsory.
DRAWER OPEN	YES: Opens the drawer. NO : Disables the drawer opening.
CHANGE DUE	Either change enable or disable can be selected for each credit key. DISABLE: Disables change calculation. ENABLE : Enables change calculation.
VP	COMPULSORY: Compulsory validation printing NON-COMPULSORY : Non-compulsory validation printing
CLOSED TRANSACTION	Retention on "closed transaction file": RETAINED : NO RETAINED:

■ Hotel transfer (MEDIA → HOTEL TRANSFER PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu.
- (3) Touch the **[HOTEL TRANSFER]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the hotel transfer. Up to 12 characters can be entered.
BILL PRINT	COMPULSORY: Makes bill printing compulsory. NON-COMPULSORY: Makes bill printing non-compulsory.

■ Check cashing (MEDIA → CA/CHK PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu.
- (3) Touch the **[CA/CHK]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the check cashing. Up to 12 characters can be entered.
HALO	max. 8 digits (0 to 99999999)

■ Customer charge key (MEDIA → CUSTOMER CHARGE PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu.
- (3) Touch the **[CUSTOMER CHARGE]** button to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the customer charge key. Up to 12 characters can be entered.
HALO	A: Significant digit for HALO (1 through 9) B: Number of zeros to follow the significant digit for HALO (0 through 8) AB is the same as $A \times 10^B$.
BILL PRINT	COMPULSORY: Makes bill printing compulsory. NON-COMPULSORY : Makes bill printing non-compulsory.
FOOTER PRINT	This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified customer charge key is used. YES: Enables footer printing on the receipt. NO : Disables footer printing on the receipt.
NON-ADD#	You can make the non-add code entry compulsory when a customer charge entry is accepted. COMPULSORY: Compulsory non-add code entry NON-COMPULSORY : Non-compulsory non-add code entry
DRAWER OPEN	YES: Opens the drawer. NO : Disables the drawer opening.
VP	COMPULSORY: Compulsory validation printing NON-COMPULSORY : Non-compulsory validation printing

■ **Currency exchange key**

(MEDIA → FOREIGN CURRENCY → **FOREIGN1** through **FOREIGN9** PGM2)
(FOREIGN CURRENCY → **FOREIGN1** through **FOREIGN9** PGM1)

- (1) Select the PGM2 or PGM1 mode and touch the **[SETTING]** to perform the programming.
When the PGM2 mode is selected, touch the **[MEDIA]** button to display the menu.
- (2) Touch the **[FOREIGN CURRENCY]** button to display the currency exchange key list.
- (3) Select the currency exchange key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE	Currency exchange rate (0.000000 to 999.999999)
TEXT	Description for the currency exchange key. Up to 12 characters can be entered.
TAB	Tabulation (0 to 3)
DESCRIPTOR	Currency descriptor Up to 4 characters can be entered.

■ **Foreign currency drawer** (MEDIA → FOREIGN CURRENCY → **FOREIGN DRW#** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu, and touch the **[FOREIGN CURRENCY]** button to display the currency exchange menu list.
- (3) Touch the **[FOREIGN DRW#]** button to program details.
- (4) Touch the required programming item, and touch the **[ENTER]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
FOREIGN DRW#	DRAWER1: DRAWER2: NONE

■ Currency money (MEDIA → CURRENCY MONEY PGM2)

You can program the texts and amounts of each domestic bill, coin and foreign currency used for the starting cash memory. Up to 20 currencies (MOENY1 through 20) can be programmed.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MEDIA]** button to display the menu, and touch the **[CURRENCY MONEY]** button to display the currency money list (MONEY1 through MONEY20).
- (3) Select the currency money to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the currency money Up to 12 characters can be entered.
AMOUNT	Amount for the currency money (max. 6 digits)

The default data is the followings;

Classification	Default text	Default amount
MONEY1	1 CENT	0.01
MONEY2	2 CENT	0.02
MONEY3	5 CENT	0.05
MONEY4	10 CENT	0.10
MONEY5	20 CENT	0.20
MONEY6	50 CENT	0.50
MONEY7	1 EURO	1.00
MONEY8	2 EURO	2.00
MONEY9	5 EURO	5.00
MONEY10	10 EURO	10.00
MONEY11	20 EURO	20.00
MONEY12	50 EURO	50.00
MONEY13	100 EURO	100.00
MONEY14	200 EURO	200.00
MONEY15	500 EURO	500.00
MONEY16	(Null)	0
MONEY17	(Null)	0
MONEY18	(Null)	0
MONEY19	(Null)	0
MONEY20	(Null)	0

■ **Training text/clerk programming** (TRAINING TEXT/CLK PGM2)

You can set the text for the training mode title and up to 2 clerks/cashiers in training.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TRAINING TEXT/CLK]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the training mode title Up to 8 characters can be entered.
CLK/CSR1 CODE	Clerk/cashier code in training (max. 4 digits)
CLK/CSR2 CODE	Clerk/cashier code in training (max. 4 digits)

■ Function text (TEXT → FUNCTION TEXT PGM2)

You can program a maximum of 12 characters for each function by using the following table:

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TEXT]** button to display the menu, and touch the **[FUNCTION TEXT]** button to display the function text list.
- (3) Touch or select the function text and touch the **[ENTER]** key to program characters.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

No	Default text	Classification	Note
1	DISCOUNT	Promotion discount	max. 12 characters
2	DIFFER	Difference	
3	TAX1 ST	Taxable 1 subtotal	
4	TAX2 ST	Taxable 2 subtotal	
5	TAX3 ST	Taxable 3 subtotal	
6	TAX4 ST	Taxable 4 subtotal	
7	TAX5 ST	Taxable 5 subtotal	
8	TAX6 ST	Taxable 6 subtotal	
9	VAT 1	VAT/tax 1	
10	VAT 2	VAT/tax 2	
11	VAT 3	VAT/tax 3	
12	VAT 4	VAT/tax 4	
13	VAT 5	VAT/tax 5	
14	VAT 6	VAT/tax 6	
15	NET 1	Net 1	
16	NET 2	Net 2	
17	CP PLU	Coupon-like PLU	
18	VD	Void issued order-receipt	
19	SBTL VD	Subtotal void	
20	MGR VD	MGR void	
21	VOID	Void mode	
22	REFUND	Refund	
23	RETURN	Return	
24	HASH VD	Hash void issued order-receipt	
25	HASH RF	Hash refund	
26	HASH RT	Hash return	
27	NOTURNVD	Non-turnover void	
28	NOTURNRF	Non-turnover refund	
29	NOTURNRT	Non-turnover return	
30	VAT SFT	VAT shift	
31	TAX DELE	VAT/tax delete	
32	VP CNT	VP counter	
33	BILL CNT	Bill counter	
34	NO SALE	No sale	
35	G.C. CNT	Guest check counter	

No	Default text	Classification	Note
36	***PBAL	PBAL (for GLU)	max. 12 characters
37	***NBAL	NBAL (for GLU)	
38	SCM (+)	Starting cash memory (+)	
39	SCM (-)	Starting cash memory (-)	
40	EXCH1 IS	Exchange 1 is	
41	EXCH2 IS	Exchange 2 is	
42	EXCH3 IS	Exchange 3 is	
43	EXCH4 IS	Exchange 4 is	
44	EXCH5 IS	Exchange 5 is	
45	EXCH6 IS	Exchange 6 is	
46	EXCH7 IS	Exchange 7 is	
47	EXCH8 IS	Exchange 8 is	
48	EXCH9 IS	Exchange 9 is	
49	CASH IS	Cash is	
50	CHECK IS	Check is	
51	CA/CHK ID	Cash/check in drawer	
52	GUEST	Guest	
53	NON COM.	Non-commission sale	
54	VIP1 SALE	VIP1 sale	
55	VIP2 SALE	VIP2 sale	
56	VIP3 SALE	VIP3 sale	
57	WASTE TL	WASTE total	
58	ORDER TL	Order total	
59	PAID TL	Paid total	
60	TRAN.OUT	Transfer out	
61	TRAN.IN	Transfer in	
62	TIP PAID	Tip paid	
63	DOM.CUR1	Domestic currency 1	
64	DOM.CUR2	Domestic currency 2	
65	DOM.CUR3	Domestic currency 3	
66	DOM.CUR4	Domestic currency 4	
67	DOM.CUR5	Domestic currency 5	
68	DOM.CUR6	Domestic currency 6	
69	DOM.CUR7	Domestic currency 7	
70	DOM.CUR8	Domestic currency 8	
71	DOM.CUR9	Domestic currency 9	
72	*NT TL1	Non-turnover total 1	
73	*NT TL2	Non-turnover total 2	
74	*NT TL3	Non-turnover total 3	
75	*CHECK ID	Check in drawer	
76	TICKET	Ticket	
77	*DEPT TL	(+)dept. total	
78	DEPT(-)	(-)dept. total	

No	Default text	Classification	Note
79	*HASH TL	Hash(+) total	max. 12 characters
80	HASH(-)	Hash(-) total	
81	*BTTL TL	Bottle return (+) total	
82	BTTL (-)	Bottle return (-) total	
83	NET 1	Net 1 (Taxable 1 - VAT/tax 1)	
84	NET 2	Net 2 (Taxable 2 - VAT/tax 2)	
85	NET 3	Net 3 (Taxable 3 - VAT/tax 3)	
86	NET 4	Net 4 (Taxable 4 - VAT/tax 4)	
87	NET 5	Net 5 (Taxable 5 - VAT/tax 5)	
88	NET 6	Net 6 (Taxable 6 - VAT/tax 6)	
89	SUBTOTAL	Subtotal	
90	MDSE ST	Merchandise subtotal	
91	***TOTAL	Total	
92	DIFF ST	Difference subtotal	
93	NON-TURN	Non-turnover subtotal	
94	CHANGE	Change	
95	CHECK PR	English check print	
96	DUE	Due	
97	TIP DUE	Tip due	
98	BALANCE	Balance	
99	ITEMS	Sales q'ty	
100	ITEM ST	Item subtotal (for LINK PLU/EAN)	
101	C O P Y	Copy receipt title	
102	G.C COPY	Guest check copy title	
103	B . T .	Bill totalize/transfer title	
104	B . S .	Bill separation title	
105	INTERMED.	Intermediate GLU reading title	
106	B I L L	Bill on receipt title	
107	VIP1 SALE	VIP1 sale title	
108	VIP2 SALE	VIP2 sale title	
109	VIP3 SALE	VIP3 sale title	
110	W A S T E	WASTE mode title	
111	NEXT P.	Slip next page	
112	AVE.	Average	
113	C C D	CCD	
114	CCD DIF.	CCD difference	
115	DIF. TL	CCD difference total	
116	O - P	Order total - Paid total	
117	COM.AMT1	Commission amount 1	
118	COM.AMT2	Commission amount 2	
119	COM.AMT3	Commission amount 3	
120	COM.AMT4	Commission amount 4	
121	COM.AMT5	Commission amount 5	

No	Default text	Classification	Note
122	COM.AMT6	Commission amount 6	max. 12 characters
123	COM.AMT7	Commission amount 7	
124	COM.AMT8	Commission amount 8	
125	COM.AMT9	Commission amount 9	
126	COM.TTL	Commission amount total	
127	BILL BAL	Bill balance	
128	FREE GLU	Free GLU	
129	OLD BAL.	Old balance	
130	SCM TTL	Starting cash memory total	
131	T.TABLE	Turnover per table	
132	T.GUEST	Turnover per guest	
133	T.BILL	Turnover per bill	
134	I.GUEST	Item per guest	
135	I.BILL	Item per bill	
136	AVE.ITEM	Average price per item	
137	TTL COST	Total labor cost	
138	LOC#	Location no.	
139	L.COST	Location cost	
140	TTL HOUR	Total hour	
141	OVR TIME	Over time	
142	OVR COST	Over cost	
143	TIME-IN	Time-in	
144	TIME-OUT	Time-out	
145	BREAK-IN	Break-in	
146	BREAK-OUT	Break-out	
147	BREAK TL	Break total	
148	LABOR%	Labor percent	
149	TTL TAX	Total tax	
150	NET	Net without tax	
151	TOWNNAME	Town name 1	
152	TOWNNAME	Town name 2	
153	TRANSFER	Cash transfer	
154	GLU#	GLU code	
155	ROOM#	Room GLU text	
156	HF PINT SAL	Half pint sale	
157	ALL FOODS &	C. Bill general text (left half)	
158	DRINKS	C. Bill general text (right half)	
159	TARE WT.	Tare weight	
160	RCP SW.	Receipt switch	
161	BILL VOID	Bill void text	
162	WASTE	WASTE on PLU report	
163	COMBO	COMBO on PLU report	
164	COMBO WASTE	COMBO WASTE on PLU report	

No	Default text	Classification	Note
165	EX1 CHK	Check payment for exchange 1	max. 12 characters
166	EX1 CREDIT	Credit payment for exchange 1	
167	DOM. CUR1 CHK	Domestic currency 1 for check	
168	DOM. CUR1 CR	Domestic currency 1 for credit	
169	VOID	VOID text on KP	
170	REFUND	REFUND text on KP	
171	RETURN	RETURN text on KP	
172	NEW CODE	New Code for customer	
173	CHARGE	Remained charge for customer	
174	DEDUCTION	Deduction	
175	PR.CHNG	Price change receipt title	
176	BON.PTS.	Bonus points for item	
177	BON.PTS.AMT	Bonus points for total amount	
178	BONUS POINTS	Total bonus points	
179	BON.PTS.RDM	Bonus points redemption	
180	REDEMP.TL	Total bonus points redemption	
181	PARTIAL PAY	Parital payment	
182	CC TAX1 ST	Credit customer taxable 1 ST	
183	CC TAX2 ST	Credit customer taxable 2 ST	
184	CC TAX3 ST	Credit customer taxable 3 ST	
185	CC TAX4 ST	Credit customer taxable 4 ST	
186	CC TAX5 ST	Credit customer taxable 5 ST	
187	CC TAX6 ST	Credit customer taxable 6 ST	
188	CC VAT 1	Credit customer VAT/TAX 1	
189	CC VAT 2	Credit customer VAT/TAX 2	
190	CC VAT 3	Credit customer VAT/TAX 3	
191	CC VAT 4	Credit customer VAT/TAX 4	
192	CC VAT 5	Credit customer VAT/TAX 5	
193	CC VAT 6	Credit customer VAT/TAX 6	
194	CC TTL TAX	Credit customer total tax	
195	CC VAT SFT	Credit customer VAT shift	
196	CC TAX DELE	Credit customer VAT/TAX delete	
197	TRANSACTION#	transaction number	
198	LICENSE END	License expire message	
199	C. BILL	Cumulated bill	

■ Department group text (TEXT → DEPT. GROUP PGM2)

You can program a maximum of 12 characters for each department group (1 to 9).

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TEXT]** button to display the menu, and touch the **[DEPT. GROUP]** button to display the group list.
- (3) Touch or select the group and touch the **[ENTER]** key to program characters.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	max. 12 characters (G ROUP1 through G ROUP9)

■ PLU group text (TEXT → PLU GROUP PGM2)

You can program a maximum of 12 characters for each PLU group (0 to 99).

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TEXT]** button to display the menu, and touch the **[PLU GROUP]** button to display the group list.
- (3) Touch or select the group and touch the **[ENTER]** key to program characters.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	max. 12 characters (PLU GR00 through PLU GR99)

■ PLU hourly group text (TEXT → PLU HOURLY GROUP PGM2)

You can program a maximum of 12 characters for each PLU hourly group (1 to 9).

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TEXT]** button to display the menu, and touch the **[PLU HOURLY GROUP]** button to display the group list.
- (3) Touch or select the group and touch the **[ENTER]** key to program characters.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	max. 12 characters (HOUR GR1 through HOUR GR9)

■ PLU information text (TEXT → PLU INFORMATION PGM2)

You can program information text in PLU information text tables (1 to 9999). The PLU information text table consists of 10 lines and up to 20 characters can be entered in each line.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TEXT]** button to display the menu, and touch the **[PLU INFORMATION]** button to display the information table list.
- (3) Touch or enter the table number and touch the **[ENTER]** key to program characters.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PLU INFORMATION nnnn	max. 20 characters X 10 lines

■ Clerk (PERSONNEL → **CLERK** PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the [**SETTING**] to perform the programming.
- (2) Touch the [**PERSONNEL**] button to display the menu, and touch the [**CLERK**] button to display the clerk list.
- (3) Touch or select the clerk and touch the [**ENTER**] key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the [**ENTER**] key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the [**EXIT**] key.

Text	Parameter
SECRET CODE	Secret code (max. 4 digits: 0001 to 9999/ 0000)
NAME	Name for the clerk. Up to 12 characters can be entered (CLERKxxxx).
KEY No.	Key number (0 through 255) The entry of "0" disables the use of real clerk keys.
SUPERVISOR	YES: Enables supervisor clerk. NO : Disables supervisor clerk.
VIP1 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
VIP2 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
VIP3 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
GLU TYPE	GLU: Makes GLU system compulsory. ROOM GLU: Makes ROOM GLU compulsory. NON-COMPULSORY : Makes GLU/ROOM GLU system non-compulsory.
G.C.COPY	DISABLE: Disables guest check copy. ENABLE : Enables guest check copy.
VAT SHIFT	STATE: Enables VAT shift entry. NOT : Disables VAT shift entry.
DRAWER No.	DRAWER2: DRAWER1 : NONE:
START GLU	Starting GLU code (1 to 9999)
END GLU	Ending GLU code (1 to 9999)
START ROOM GLU	Starting ROOM GLU code (1 to 9999)
END ROOM GLU	Ending ROOM GLU code (1 to 9999)
PGM2 MODE	DISABLE: Disables operation in the PGM2 mode. ENABLE : Enables operation in the PGM2 mode.
PGM1 MODE	DISABLE: Disables operation in the PGM1 mode. ENABLE : Enables operation in the PGM1 mode.
PRICE MODE	DISABLE: Disables operation in the PRICE mode. ENABLE : Enables operation in the PRICE mode.
X1 MODE	DISABLE: Disables operation in the X1 mode. ENABLE : Enables operation in the X1 mode.
Z1 MODE	DISABLE: Disables operation in the Z1 mode. ENABLE : Enables operation in the Z1 mode.
X2Z2 MODE	DISABLE: Disables operation in the X2Z2 mode. ENABLE : Enables operation in the X2Z2 mode.

(To be continued.)

FLASH MODE	DISABLE: Disables operation in the FLASH mode. ENABLE: Enables operation in the FLASH mode.
AUTO KEY MODE	DISABLE: Disables operation in the AUTO KEY mode. ENABLE: Enables operation in the AUTO KEY mode.
SD CARD MODE	DISABLE: Disables operation in the SD CARD mode. ENABLE: Enables operation in the SD CARD mode.
Z1 IN OPX/Z	DISABLE: Disables resetting operation in OPXZ mode. ENABLE: Enables resetting operation in OPXZ mode.
RECALL TRANSACTION	DISABLE: Disables the transaction recall operation ENABLE: Enables the transaction recall operation.
P.SFT START	Price level range (start): (PRICE 1 through PRICE 6)
P.SFT END	Price level range (end): (PRICE 1 through PRICE 8)
HAPPY HOUR	NO: Disables the happy hour price shift. YES: Enables the happy hour price shift.
CUST BILL PRINT	DISABLE: Disables customer bill printing. ENABLE: Enables customer bill printing.
CUST BILL DELETE	DISABLE: Disables customer bill deletion. ENABLE: Enables customer bill deletion.
AUTO MENU1	DISABLE: Disables each AUTO menu 1 key. ENABLE: Enables each AUTO menu 1 key.
AUTO MENU2	DISABLE: Disables each AUTO menu 2 key. ENABLE: Enables each AUTO menu 2 key.
:	:
:	:
AUTO MENU6	DISABLE: Disables each AUTO menu 6 key. ENABLE: Enables each AUTO menu 6 key.
SCREEN LIMITATION	Screen limitation: Screen no. max. 2 digits (2 to 30) To select "no limitation", set the screen no. "0".

■ Cashier (PERSONNEL → CASHIER PGM2 or PGM1)

- (1) Select the PGM1 or PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[CASHIER]** button to display the cashier list.
- (3) Touch or select the cashier and touch the **[ENTER]** key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SECRET CODE	Secret code (max. 4 digits: 0001 to 9999/ 0000)
NAME	Name for the cashier. Up to 12 characters can be entered (CLERKxxxx).
KEY No.	Key number (0 through 255) The entry of "0" disables the use of real cashier keys.
VIP1 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
VIP2 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
VIP3 SALE	DISABLE: Disables VIP sale. ENABLE : Enables VIP sale.
G.C.COPY	DISABLE: Disables guest check copy. ENABLE : Enables guest check copy.
VAT SHIFT	STATE: Enables VAT shift entry. NOT : Disables VAT shift entry.
DRAWER No.	DRAWER2: DRAWER1 : NONE:
PGM2 MODE	DISABLE: Disables operation in the PGM2 mode. ENABLE : Enables operation in the PGM2 mode.
PGM1 MODE	DISABLE: Disables operation in the PGM1 mode. ENABLE : Enables operation in the PGM1 mode.
PRICE MODE	DISABLE: Disables operation in the PRICE mode. ENABLE : Enables operation in the PRICE mode.
X1 MODE	DISABLE: Disables operation in the X1 mode. ENABLE : Enables operation in the X1 mode.
Z1 MODE	DISABLE: Disables operation in the Z1 mode. ENABLE : Enables operation in the Z1 mode.
X2Z2 MODE	DISABLE: Disables operation in the X2Z2 mode. ENABLE : Enables operation in the X2Z2 mode.
FLASH MODE	DISABLE: Disables operation in the FLASH mode. ENABLE : Enables operation in the FLASH mode.
AUTO KEY MODE	DISABLE: Disables operation in the AUTO KEY mode. ENABLE : Enables operation in the AUTO KEY mode.
SD CARD MODE	DISABLE: Disables operation in the SD CARD mode. ENABLE : Enables operation in the SD CARD mode.
Z1 IN OPX/Z	DISABLE: Disables resetting operation in OPXZ mode. ENABLE : Enables resetting operation in OPXZ mode.
P.SFT START	Price level range (start): (PRICE 1 through PRICE 8)

(To be continued.)

P.SFT END	Price level range (end): (PRICE 1 through PRICE 8)
HAPPY HOUR	NO: Disables the happy hour price shift. YES : Enables the happy hour price shift.
CUST BILL PRINT	DISABLE: Disables customer bill printing. ENABLE : Enables customer bill printing.
CUST BILL DELETE	DISABLE: Disables customer bill deletion. ENABLE : Enables customer bill deletion.
AUTO MENU1	DISABLE: Disables each AUTO menu 1 key. ENABLE : Enables each AUTO menu 1 key.
:	:
:	:
AUTO MENU6	DISABLE: Disables each AUTO menu 6 key. ENABLE : Enables each AUTO menu 6 key.

■ **Manager** (PERSONNEL → **MANAGER** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[MANAGER]** button to display the manager list.
- (3) Select or enter the manager number and touch the **[ENTER]** key to program details.
- (4) Enter the secret code and touch the **[ENTER]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SECRET CODE	Secret code (max. 4 digits: 0000 to 9999)

■ Employee (PERSONNEL → **EMPLOYEE** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[EMPLOYEE]** button to display the employee list.
- (3) Select or enter the employee number and touch the **[ENTER]** key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SECRET CODE	Secret code (max. 4 digits: 0001 to 9999)/ 0000
NAME	Name for the employee Up to 12 characters can be entered.
CLERK CODE	Clerk code (max. 4 digits: 0001 to 9999)/ 0000
MANAGER CODE	Manager code (max. 2 digits: 01 to 99)/ 00 The manager who is responsible or capable for adjustments to the employee's hours
DAILY WORK TIME	Standard number of hours for which the employee should work a day. (max. 3 digits: 0.0 to 99.9)
WORKING SHIFT1	ENABLE: Enables the working shift 1. DISABLE: Disables the working shift 1.
WORKING SHIFT2	ENABLE: Enables the working shift 2. DISABLE: Disables the working shift 2.
:	:
:	:
WORKING SHIFT9	ENABLE: Enables the working shift 9. DISABLE: Disables the working shift 9.
LOCATION#1	Job location table number (max. 2 digits: 01 to 99)/ 00
LOCATION#2	Job location table number (max. 2 digits: 01 to 99)/ 00
:	:
:	:
LOCATION#7	Job location table number (max. 2 digits: 01 to 99)/ 00

■ Job location table (PERSONNEL → JOB LOCATE TBL PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[JOB LOCATE TBL]** button to display the job location table.
- (3) Select or enter the table number and touch the **[ENTER]** key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the job location table Up to 12 characters can be entered.
SALARY AMOUNT	Salary amount paid for the employee (max. 5 digits: 0 to 999.99)
OVER-TIME RATE	Rate for overtime work (max. 4 digits: 0.01 to 99.99)/0

NOTE

Overtime pay = SALARY AMOUNT x OVER-TIME RATE

■ Working time shift (PERSONNEL → WORKING TIME SHIFT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[WORKING TIME SHIFT]** button to display the working time shift list (1 to 9).
- (3) Touch or select the working time shift number and touch the **[ENTER]** key to program details.
- (4) Enter characters and touch the **[OK]** key.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TEXT	Description for the working time shift Up to 12 characters can be entered.

■ **Contact-less key** (PERSONNEL → **CONTACTLESS KEY** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[CONTACTLESS KEY]** button to program the contact less key.
- (3) Set the contact less key to define, the programming window is displayed to assign a clerk code.
- (4) Enter the clerk code to assign.

Text	Parameter
CLERK CODE	Clerk code (max. 4 digits: 0001 to 9999) The entry of "0" disables the use of contact less clerk keys.

- (5) To terminate the programming, touch the **[EXIT]** key.
(When the **[EXIT]** key is touched in the programming window, the confirmation window of the clerk code/name is displayed.)

NOTE

When you confirm a clerk code and clerk name for each contact less clerk key, perform the program reading sequence "CONTACTLESS KEY" in the PGM2 mode.

■ **Prohibition of the contact-less key** (PERSONNEL → **CLERK KEY DEL.** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[PERSONNEL]** button to display the menu, and touch the **[CLERK KEY DEL.]** button to delete the contact less key. The programming window is displayed to delete a clerk key.
- (3) Enter the clerk code to delete.

Text	Parameter
CLERK CODE	Clerk code (max. 4 digits: 0001 to 9999) The entry of "0" disables the use of contact less clerk keys.

The confirmation window is displayed,
to perform the deletion, select "YES",
to cancel the deletion, select "NO".

- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

■ Terminal programming (TERMINAL PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TERMINAL]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
MACHINE NAME	Description for the terminal. (max. 16 characters)
MACHINE#	Machine number (max. 6 digits: 0 to 999999)
CONSECUTIVE#	Enter a number (max. 4 digits: 0 to 9999) that is one less than the desired starting number.
BILL NUMBER	Enter a number (max. 4 digits: 0 to 9999) that is the desired starting number.
DRAWER ALARM	Alarm length of time with drawer opening (0 to 255 seconds) Your POS terminal starts to monitor how long the drawer is kept open the moment the drawer is opened at the end of a transaction in the REG/VOID mode. It stops the time monitoring when a valid key is touched for the next transaction.
SCREEN SAVE	Screen save mode timer (max. 2 digits: 0 to 99 minutes) If the number "0" is entered, the POS terminal will turn the display off after 100 min., if it remains idle.
AUTO SIGN OFF	Auto sign off timer (max. 3 digits: 0 to 999 seconds) If the number "0" is entered, "auto sign off" function is prohibited.
LICENSE WARNING	License warning day (0 to 99 days)/ 10 If the number "0" is entered, "license warning" function is prohibited.
SCALE DISPLAY	Scale data display timer (max. 2 digits: 0 to 99 seconds)/ 1 If the number "0" is entered, "scale display timer" function is prohibited.
INFO. AREA COLOR	Information area color; Select a key color from the colors list 232 Colors (Fore color/Back color) (BLACK/SILVER/)

■ License programming (LICENSE PGM1)

- (1) Select the PGM1 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[LICENSE]** button to program details.
- (3) Enter the activation code for license and touch the **[ENTER]** key.

Text	Parameter
LICENSE	Activation code for license (max. 16 digits)/0

- (4) To terminate the programming, touch the **[EXIT]** key.

■ Date/time programming (DATE/TIME PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DATE/TIME]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
DATE	Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.
TIME	Set the time (max. 4 digits) on the 24-hour system. For example, when the time is set to 2:30 AM, enter 0230; and when it is set to 2:30 PM, enter 1430. The time will be printed and displayed. Once you set the time, the internal clock unit will continue to run as long as the built-in battery pack is charged and also update the date (day, month, year) properly.

■ Function prohibition (OPTIONAL → FUNCTION PROHIBIT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[FUNCTION PROHIBIT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
OPX/Z REPORT	DISABLE: Disables clerk report printing in the OPXZ mode. ENABLE : Enables clerk report printing in the OPXZ mode.
PAID OUT	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
REFUND/RETURN	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
ISSUE ITEM VOID	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
NO ISSUED VOID	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
SBTL VOID	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
ITEM VP	DISABLE: Disables item validation printing. ENABLE : Enables item validation printing.
INTERMEDIATE GLU	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
GLU FINALIZE	DISABLE: Disables GLU finalization after ordering. ENABLE : Enables GLU finalization after ordering.
VIP SALES	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
WASTE MODE	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
INTERMEDIATE FINAL	DISABLE: Disables GLU finalization before intermediate GLU reading. ENABLE : Enables GLU finalization before intermediate GLU reading.
OPEN GLU DISPLAY	NORMAL GLU: ROOM GLU: DISABLE :
EAN LEARNING	DISABLE: Disables EAN learning function. ENABLE : Enables EAN learning function.
PRICE CHANGE	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
CUSTOMER LEARNING	LIMITED: Allowed only in the MGR mode. PUBLIC : Allowed in the REG and MGR modes.
CUSTOMER BILL	DISABLE: Disables customer bill printing. ENABLE : Enables customer bill printing.
CUSTOMER BILL DEL	DISABLE: Disables customer bill deletion. ENABLE : Enables customer bill deletion.
FINALIZE ST=0	LIMITED: Allows finalization when the subtotal is "0" only in the MGR mode. PUBLIC : Allows finalization when the subtotal is "0" in the REG and MGR modes.

(To be continued.)

0 RECEIPT DRAWER	<p>DISABLE: Disables drawer opening when the sales amount printed on the receipt is "0".</p> <p>ENABLE: Enables drawer opening when the sales amount printed on the receipt is "0".</p>
VOID AFTER ST-KEY	<p>LIMITED: Allows void operation after the subtotal key is touched only in the MGR mode.</p> <p>PUBLIC: Allows void operation after the subtotal key is touched in the REG and MGR modes.</p>
DRAWER OPEN X1/X2	<p>DISABLE: Disables drawer opening in the X1/X2 mode.</p> <p>ENABLE: Enables drawer opening in the X1/X2 mode.</p>
DRAWER OPEN Z1/Z2	<p>DISABLE: Disables drawer opening in the Z1/Z2 mode.</p> <p>ENABLE: Enables drawer opening in the Z1/Z2 mode.</p>
DRAWER OPEN OP X/Z	<p>DISABLE: Disables drawer opening in the OPXZ mode.</p> <p>ENABLE: Enables drawer opening in the OPXZ mode.</p>

■ Function selection 1 (OPTIONAL → FUNCTION SELECT1 PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[FUNCTION SELECT1]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
REFUND VP	COMPULSORY: Compulsory refund validation printing NON-COMPULSORY: Non-compulsory refund validation printing
(-) VP	COMPULSORY: Compulsory minus validation printing NON-COMPULSORY: Non-compulsory minus validation printing
DOUBLE RCPT HEADER	1 LINE: Prints a one-line header on a double receipt. NORMAL: Prints a normal header on a double receipt.
VAT SHIFT	BY SHIFT: Allows VAT shift to be accomplished by the shift key. BY CLERK: Allows VAT shift to be accomplished by a clerk.
LEVEL SHIFT TYPE	MANUAL: Lock shift mode AUTO: Automatic return mode
LEVEL SHIFT	LIMITED: Allowed only in the MGR mode. PUBLIC: Allowed in the REG and MGR modes.
LEVEL RETURN TIMING	When the PLU level shift system is set to "AUTO," the PLU level can be returned to level 1 by one of the following methods: RECEIPT: Returns the PLU level to level 1 by one receipt. BY ITEM: Returns the PLU level to level 1 by one item.
PRICE SHIFT TYPE	MANUAL: Lock shift mode AUTO: Automatic return mode
PRICE SHIFT	LIMITED: Allowed only in the MGR mode. PUBLIC: Allowed in the REG and MGR modes.
PRICE RETURN TIMING	When the PLU price level shift method is set to "AUTO," the price level can be returned to price 1 by one of the following methods: RECEIPT: Returns the price level to price 1 by one receipt. BY ITEM: Returns the price level to price 1 by one item.
NON-TURNOVER	IN. VAT: Enables non-turnover including VAT. EX. VAT: Disables non-turnover including VAT.
QTY IN VIP	UPDATE: Updates the sales quantity of VIP sale. NON: Does not update the sales quantity of VIP sale.
CR IN RA/PO	UPDATE: Updates a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key. NON: Does not update a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key.

■ Function selection 2 (OPTIONAL → FUNCTION SELECT2 PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[FUNCTION SELECT2]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
T-LOG FULL	Programming whether or not to lock item entry when the TLOG file is full. CONTINUE: LOCK:
WHEN E.J. FULL	Programming whether or not to lock item entry when the Electronic Journal file is full. CONTINUE: LOCK:
PAY FOR EX1	Payment for exchange1 amount CASH: Cash only ALL: All media
EX1 CALC.	Exchange1 calculation method DIVIDE: Division MULTI.: Multiplication
CLERK POPUP	If a clerk is not sign on under the supervisor clerk, CLERK POPUP is displayed. ENABLE: DISABLE:
ISBN PRICE	Price entry after ISBN/ISSN code entry INHIBIT: COMPULSORY:
VMP FULL	VMP EAN entry when the VMP file is full ERROR: CONTINUE:
ADD-ON FULL	Entry of EAN with add-on code when the EAN ADD-ON file is full. ERROR: CONTINUE:
CUSTOMER DATA	TOTAL: Sales total and charge sales total DETAIL: Detail data (Sales total, charge sales total, sales date, item's name, amount and quantity)
ROOM TRANS. DATA	TOTAL: Sales total DETAIL: Detail data
EURO NON-PLU	Converting the unit price of EAN NON-PLU codes (suffix code: 21, 22, 23, 27) between EURO and the local currency. CONVERT: NO CONVERT:
EURO ALL CONVERT	Converting the unit price of EAN NON-PLU codes (all types of codes) between EURO and the local currency. CONVERT: NO CONVERT:

■ Printing selection 1 (OPTIONAL → PRINT SELECT1 PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[PRINT SELECT1]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PURCHASE NO.	NO: Does not print the number of purchases. YES: Prints the number of purchases.
TIME PRINT	NO: Does not print the time on the receipt and journal. YES: Prints the time on the receipt and journal.
JOURNAL SELECTIVE	PARTIAL: Prints the information on all entries other than normal department entries (entries into "+" departments and their associated "+" PLUs) on the journal. FULL: Prints the detailed information on the journal.
JOURNAL TEXT SIZE	NORMAL: Prints the normal-size letters on the journal. SMALL: Prints the compressed-size letters on the journal.
VAT/TAX AMT ON R/J	NO: Does not print VAT or tax amounts on the receipt and journal. YES: Prints VAT or tax amounts on the receipt and journal.
TAXABLE AMT ON R/J	NO: Does not print taxable amounts on the receipt and journal. YES: Prints taxable amounts on the receipt and journal.
NET AMOUNT ON R/J	NO: Does not print net amounts on the receipt and journal. YES: Prints net amounts on the receipt and journal.
VAT/TAX AMT BILL	NO: Does not print VAT or tax amounts on the bill. YES: Prints VAT or tax amounts on the bill.
TAXABLE AMT BILL	NO: Does not print taxable amounts on the bill. YES: Prints taxable amounts on the bill.
NET AMOUNT ON BILL	NO: Does not print net amounts on the bill. YES: Prints net amounts on the bill.
TIME PRINT ON BILL	NO: Does not print the time on the bill. YES: Prints the time on the bill.
TABLE# PRINT BILL	NO: Does not print the table number on the bill. YES: Prints the table number on the bill.
ROOM# PRINT BILL	NO: Does not print the room number on the bill. YES: Prints the room number on the bill.
BILL PRINT ON SLIP	NO: Does not print the bill on the slip. YES: Prints the bill on the slip.
BILL PRINT ON RCPT	NO: Does not print the bill on the receipt. YES: Prints the bill on the receipt.
INTERMEDIATE SLIP	NO: Does not print the details of intermediate GLU reading on the slip. YES: Prints the details of intermediate GLU reading on the slip.
INTERMEDIATE RCPT	NO: Does not print the details of intermediate GLU reading on the receipt. YES: Prints the details of intermediate GLU reading on the receipt.
EDITING PRINT	NO: Does not print the same articles (DEPT/PLU/EAN) collectively. YES: Prints the same articles (DEPT/PLU/EAN) collectively.
CUSTOMER ADDRESS	NO: Does not print customer addresses on the receipt. YES: Prints customer addresses on the receipt.

■ Printing selection 2 (OPTIONAL → PRINT SELECT2 PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[PRINT SELECT2]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SEPARATOR LINE	YES: Prints separator lines in the report. NO: Creates one-line space instead of printing separator lines in the report.
LINK PLU	PARENT+TTL: Prints parent PLU text of linked PLUs with totalizer. EACH PLU: Prints each PLU text of linked PLUs.
FREE TEXT ON KP	YES: Prints free text on KP. NO: Does not print free text on KP.
ITEM CODE ON KP	YES: Prints item code on KP. NO: Does not print item code on KP.
PRICE ON KP	YES: Prints unit price on KP. NO: Does not print unit price on KP.
AMOUNT ON KP	YES: Prints amount on KP. NO: Does not print amount on KP.
GUEST# ON KP	YES: Prints guest# on KP. NO: Does not print guest# on KP.
QTY=1 ON KP	YES: Prints quantity when quantity is 1. NO: Does not print quantity when quantity is 1.
TOTAL&CHANGE	Exchange1 amount print for total and change DOMESTIC: Displays in domestic currency only. WITH EX1: Displays both in domestic and EX1 currencies.
PAYMENT VP	Exchange1 amount print for payment VP DOMESTIC: Displays in domestic currency only. WITH EX1: Displays both in domestic and EX1 currencies.
MAXIMUM TICKET	Maximum number of ticket issuing (1 to 99)/ 15
NON-PAY CUST. REP	Non-payment customer report format DETAIL: Detail data CHARGE: Charge amount data
UNIT PRICE PRINT	NO: Does not print unit price on the receipt (1 line printing).* YES: Prints unit price on the receipt (2 line printing). * Except when special entries such as split-pricing entries, scale entries, etc are entered.

■ Display selection (OPTIONAL → DISPLAY SELECT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[DISPLAY SELECT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RCPT WINDOW EDIT	YES: NO:

■ EURO (OPTIONAL → EURO PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[OPTIONAL]** button to display the menu, and touch the **[EURO]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
DATE	Preset the date to execute the automatic EURO modification operation. Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.
TIME	Preset the time of the date to execute the automatic EURO modification operation. Enter the hour (00-23)
PRICE CONVERT	NO: Does not convert the preset unit prices of Dept./PLU/EAN to the ones of EURO currency in the automatic EURO modification operation. YES: Converts the preset unit prices of Dept./PLU/EAN in the automatic EURO modification operation. <i>(The preset rate of the [EXCH 1] key is applied as the conversion rate, and the calculation method is set to "division")</i>
EURO JOB	NON-COMPULSORY: Non-compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date. COMPULSORY: Compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date. <i>(When the EURO STATUS of your POS terminal is already "D" (i.e. the domestic currency has been changed to EURO in your POS terminal), this programming is disabled.)</i>

■ Zero skip (REPORT → 0 SKIP PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[0 SKIP]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CLERK	SKIP: Skips those data that are "0" in the clerk report. NOT SKIP: Does not skip those data that are "0" in the clerk
CASHIER	SKIP: Skips those data that are "0" in the cashier report. NOT SKIP: Does not skip those data that are "0" in the cashier report.
TRANSACTION	SKIP: Skips those data that are "0" in the transaction report. NOT SKIP: Does not skip those data that are "0" in the transaction report.
DEPARTMENT	SKIP: Skips those data that are "0" in the department report. NOT SKIP: Does not skip those data that are "0" in the department report.
PLU	SKIP: Skips those data that are "0" in the PLU/EAN report. NOT SKIP: Does not skip those data that are "0" in the PLU/EAN report.
HOURLY	SKIP: Skips those data that are "0" in the hourly report. NOT SKIP: Does not skip those data that are "0" in the hourly report.
DAILY NET	SKIP: Skips those data that are "0" in the daily net report. NOT SKIP: Does not skip those data that are "0" in the daily net report.

■ General report format (REPORT → **GENERAL RPT FORMAT** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[GENERAL RPT FORMAT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
DEPARTMENT	SKIP: Skips department data in the general report. NOT SKIP: Does not skip department data in the general report.
TRANSACTION	SKIP: Skips transaction data in the general report. NOT SKIP: Does not skip transaction data in the general report. <i>(The programming is effective except the tax data/cash-in-drawer data.)</i>
TAX SALE	SKIP: Skips tax data in the general report. NOT SKIP: Does not skip tax data in the general report.
CID	SKIP: Skips cash-in-drawer data in the general report. NOT SKIP: Does not skip cash-in-drawer data in the general report.
DEPT. Q'TY	SKIP: Skips department quantity in the general report. NOT SKIP: Does not skip department quantity in the general report.
DEPT. %SHARE	SKIP: Skips department %share in the general report. NOT SKIP: Does not skip department %share in the general report.

■ Transaction report format (REPORT → TRANS. RPT FORMAT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[TRANS. RPT FORMAT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Classification	Parameter
*DEPT TL	(+) dept. total	SKIP/NOT SKIP
DEPT(-)	(-) dept. total	
*HASH TL	Hash(+) total	
HASH(-)	Hash(-) total	
*BTTL TL	Bottle return (+) total	
BTTL(-)	Bottle return (-) total	
*NT TL1	Non-turnover 1 total	
*NT TL2	Non-turnover 2 total	
*NT TL3	Non-turnover 3 total	
ST(-)	Discount for subtotal	
ST %	Percent calculation for subtotal	
NET 1	Net sales total	
DIFFER	Difference	
TAX1 ST	Taxable 1 subtotal	
VAT1	VAT/tax 1	
TAX2 ST	Taxable 2 subtotal	
VAT2	VAT/tax 2	
TAX3 ST	Taxable 3 subtotal	
VAT3	VAT/tax 3	
TAX4 ST	Taxable 4 subtotal	
VAT4	VAT/tax 4	
TAX5 ST	Taxable 5 subtotal	
VAT5	VAT/tax 5	
TAX6 ST	Taxable 6 subtotal	
VAT6	VAT/tax 6	
TTL TAX	Total tax	
CC TAX1 ST	Credit customer taxable 1 ST	
CC VAT1	Credit customer VAT/TAX 1	
CC TAX2 ST	Credit customer taxable 2 ST	
CC VAT2	Credit customer VAT/TAX 2	
CC TAX3 ST	Credit customer taxable 3 ST	
CC VAT3	Credit customer VAT/TAX 3	
CC TAX4 ST	Credit customer taxable 4 ST	
CC VAT4	Credit customer VAT/TAX 4	
CC TAX5 ST	Credit customer taxable 5 ST	
CC VAT5	Credit customer VAT/TAX 5	

Text	Classification	Parameter
CC TAX6 ST	Credit customer taxable 6 ST	SKIP/NOT SKIP
CC VAT6	Credit customer VAT/TAX 6	
CC TTL TAX	Credit customer total tax	
NET	Net without tax	
VAT SFT	VAT shift	
TAX DELE	VAT/tax delete	
CC VAT SFT	Credit customer VAT shift	
CC TAX DELE	Credit customer VAT/tax delete	
SER.CHRG	Service charge	
NET 2	Net 2	
ITEM(-)	Discount for item	
ITEM %	Percent calculation for item	
GR.DISCOUNT	Group discount	
DISCOUNT	Promotion discount	
CP PLU	Coupon-like PLU	
BON.PTS.	Bonus points for item	
BON.PTS.AMT	Bonus points for amount	
BONUS POINTS	Bonus points total	
BON.PTS.RDM	Bonus point redemption	
REDEMP.TL	Bonus point redemption total	
REFUND	Refund	
VD	Item void	
VOID	Void mode transaction	
MGR VD	MGR void	
ST VD	Subtotal void	
WASTE	WASTE mode transaction	
RETURN	Return	
HASH VD	Hash void	
HASH RF	Hash refund	
HASH RT	Hash return	
NOTURNVD	Non-turnover void	
NOTURNRF	Non-turnover refund	
NOTURNRT	Non-turnover return	
VPCNT	Validation counter	
BILL CNT	Bill print counter	
NOSALE	No sale	
***PBAL	PBAL	
***NBAL	NBAL	SKIP/NOT SKIP
G.C. CNT	Guest check counter	SKIP/NOT SKIP
GUEST	Guest counter	
ORDER TL	Order total	
PAID TL	Paid total	
AVE.	Average (paid total / guest)	

Text	Classification	Parameter
O - P	Difference (order total - paid total)	SKIP/NOT SKIP
VIP SALES1	VIP1 sale	
VIP SALES2	VIP2 sale	
VIP SALES3	VIP3 sale	
TRANS OUT	Transfer out	
TRANS IN	Transfer in	
BILL BAL	Transfer out - transfer in	
SCM (+)	Starting cash memory (+)	
SCM (-)	Starting cash memory (-)	
SCM TTL	Starting cash memory total	
***RA	Received-on-account	
***RA2	Received-on-account2	
RA -	Discount for received-on-account	
RA %	Percent calculation for received-on-account	
***PO	Paid out	
***PO2	Paid out2	
CA/CHK	Cash check operation	
DEPOSIT	Deposit(+)	
DEPO.(-)	Deposit(-)	
CASH TIP	Cash tip	
NOCA TIP	Non-cash tip	
TIP PAID	Tip paid	
H.TRANS	Hotel transfer	
CASH	Cash	
CASH2	Cash2	
CASH3	Cash3	
CASH4	Cash4	
CASH5	Cash5	
CHECK	Check	
CHECK2	Check2	
CHECK3	Check3	
CHECK4	Check4	
CHECK5	Check5	
CREDIT1	Credit1	
CREDIT2	Credit2	
CREDIT3	Credit3	
CREDIT4	Credit4	
CREDIT5	Credit5	
CREDIT6	Credit6	
CREDIT7	Credit7	
CREDIT8	Credit8	
CREDIT9	Credit9	
CHARGE	Charge	

Text	Classification	Parameter
EXCH 1	Exchange 1	SKIP/NOT SKIP
DOM.CUR1	Domestic currency 1	
EX1 CHK	Exchange 1 paid by check	
DOM.CUR CHK	Domestic currency 1 paid by check	
EX1 CREDIT	Exchange 1 paid by credit	
DOM.CR 1	Domestic currency 1 paid by credit	
EXCH 2	Exchange 2	
DOM.CUR2	Domestic currency 2	
EXCH 3	Exchange 3	
DOM.CUR3	Domestic currency 3	
EXCH 4	Exchange 4	
DOM.CUR4	Domestic currency 4	
EXCH 5	Exchange 5	
DOM.CUR5	Domestic currency 5	
EXCH 6	Exchange 6	
DOM.CUR6	Domestic currency 6	
EXCH 7	Exchange 7	
DOM.CUR7	Domestic currency 7	
EXCH 8	Exchange 8	
DOM.CUR8	Domestic currency 8	
EXCH 9	Exchange 9	
DOM.CUR9	Domestic currency 9	
***CID	Cash in drawer	
*CH ID	Check in drawer	
CA/CH ID	Cash check in drawer	
CHK/CG	Check change	
TICKET	Ticket	

■ Clerk report format (REPORT → CLERK RPT FORMAT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[CLERK RPT FORMAT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Classification	Parameter
Z1 COUNTER	Clerk Z1 reset counter	SKIP/NOT SKIP
CLERK CODE	Clerk code	
CLERK NAME	Clerk name	
ORDER TL	Order total	
COM.SAL1	Commission sales 1	
COM.AMT1	Commission amount 1	
COM.SAL2	Commission sales 2	
COM.AMT2	Commission amount 2	
COM.SAL3	Commission sales 3	
COM.AMT3	Commission amount 3	
COM.SAL4	Commission sales 4	
COM.AMT4	Commission amount 4	
COM.SAL5	Commission sales 5	
COM.AMT5	Commission amount 5	
COM.SAL6	Commission sales 6	
COM.AMT6	Commission amount 6	
COM.SAL7	Commission sales 7	
COM.AMT7	Commission amount 7	
COM.SAL8	Commission sales 8	
COM.AMT8	Commission amount 8	
COM.SAL9	Commission sales 9	
COM.AMT9	Commission amount 9	
COM.TTL	Commission amount total	
NON COM.	Non-commission	
PAID TL	Paid total	
AVE.	Average (paid total / guest)	
O - P	Difference (order total - paid total)	
*NT TL1	Non-turnover 1 total	
*NT TL2	Non-turnover 2 total	
*NT TL3	Non-turnover 3 total	
VIP SALES1	VIP1 sale	
VIP SALES2	VIP2 sale	
VIP SALES3	VIP3 sale	
TRANS OUT	Transfer out	
TRANS IN	Transfer in	
BILL BAL	Transfer out - transfer in	

Text	Classification	Parameter
REFUND	Refund	SKIP/NOT SKIP
VD	Item void	
VOID	Void mode transaction	
MGR VD	MGR void	
ST VD	Subtotal void	
WASTE	WASTE mode transaction	
RETURN	Return	
***PBAL	PBAL	
***NBAL	NBAL	SKIP/NOT SKIP
NOSALE	No sale	SKIP/NOT SKIP
G.C. CNT	Guest check counter	
GUEST	Guest counter	
DEPOSIT	Deposit(+)	
DEPO.(-)	Deposit(-)	
***RA	Received-on-account	
***RA2	Received-on-account2	
RA -	Discount for received-on-account	
RA %	Percent calculation for received-on-account	
***PO	Paid out	
***PO2	Paid out2	
SCM (+)	Starting cash memory (+)	
SCM (-)	Starting cash memory (-)	
SCM TTL	Starting cash memory total	
SER.CHRG	Service charge	
CASH TIP	Cash tip	
NOCA TIP	Non-cash tip	
TIP PAID	Tip paid	
H.TRANS	Hotel transfer	
CASH	Cash	
CASH2	Cash2	
CASH3	Cash3	
CASH4	Cash4	
CASH5	Cash5	
CHECK	Check	
CHECK2	Check2	
CHECK3	Check3	
CHECK4	Check4	
CHECK5	Check5	
CREDIT1	Credit1	
CREDIT2	Credit2	
CREDIT3	Credit3	
CREDIT4	Credit4	
CREDIT5	Credit5	

Text	Classification	Parameter
CREDIT6	Credit6	SKIP/NOT SKIP
CREDIT7	Credit7	
CREDIT8	Credit8	
CREDIT9	Credit9	
CHARGE	Charge	
EXCH 1	Exchange 1	
DOM.CUR1	Domestic currency 1	
EX1 CHK	Exchange 1 paid by check	
DOM.CUR CHK	Domestic currency 1 paid by check	
EX1 CREDIT	Exchange 1 paid by credit	
DOM.CR 1	Domestic currency 1 paid by credit	
EXCH 2	Exchange 2	
DOM.CUR2	Domestic currency 2	
EXCH 3	Exchange 3	
DOM.CUR3	Domestic currency 3	
EXCH 4	Exchange 4	
DOM.CUR4	Domestic currency 4	
EXCH 5	Exchange 5	
DOM.CUR5	Domestic currency 5	
EXCH 6	Exchange 6	
DOM.CUR6	Domestic currency 6	
EXCH 7	Exchange 7	
DOM.CUR7	Domestic currency 7	
EXCH 8	Exchange 8	
DOM.CUR8	Domestic currency 8	
EXCH 9	Exchange 9	
DOM.CUR9	Domestic currency 9	
***CID	Cash in drawer	
*CH ID	Check in drawer	
CA/CH ID	Cash check in drawer	
CHK/CG	Check change	
TICKET	Ticket	
NBAL GLU	NBAL GLU	
NBAL ROOM GLU	NBAL ROOM GLU	
DEPARTMENT	Department printing	
PLU	PLU printing	
EAN/D-EAN	EAN/Dynamic-EAN printing	

■ Department report format (REPORT → DEPT. RPT FORMAT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[DEPT. RPT FORMAT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CUSTOMER COUNTER	SKIP: NOT SKIP:

■ Hourly report (REPORT → HOURLY REPORT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[HOURLY REPORT]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
MEMORY TYPE	Memory type; 15MIN: 15-minute type 30MIN : 30-minute type 60MIN: 60-minute type
START TIME	Starting time: max. 2 digits (0 to 23)

■ Stacked report (REPORT → STACKED REPORT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[REPORT]** button to display the menu, and touch the **[STACKED REPORT]** button to program details.
- (3) Select the "REPORT 1" or "REPORT 2".

Text	Parameter
REPORT1	max. 20 reports
REPORT2	max. 20 reports

- (4) Touch or select the contents number (01 to 20) by using the **[▼]** or **[▲]** key, and touch the **[ENTER]** key to display the report list.
To delete the report contents, select the contents number (01 to 20) by using the **[▼]** or **[▲]** key, and touch the **[DELETE]** key.
- (5) Select the proper report from the report list.
When the report with the range data is selected, the sub-parameters window is displayed, enter the range data.
- (6) To finish the programming touch the **[EXIT]** key.

<Report list>

No.	Report text	Classification	Note
01	GENERAL	General report	
02	DEPT./GROUP	Full department report	Starting dept. code/ending dept. code (1 to 99)
03	DEPT.GROUP TOTAL	Full group total report on departments	
04	PLU	PLU report by designated range	Starting PLU code/ending PLU code (1 to 99999)
05	COMBO SALES	Combo sales report	Starting PLU code/ending PLU code (1 to 99999)
06	PLU GROUP TOTAL	Full group total report on PLUs	
07	PLU STOCK	PLU stock report	Starting PLU code/ending PLU code (1 to 99999)
08	PLU ZERO SALES	PLU zero sales report	1 ALL 2 BY DEPT.: department code (1 to 99)
09	PLU MINIMUM STOCK	PLU minimum stock report	Starting PLU code/ending PLU code (1 to 99999)
10	PLU PRICE CATEGORY	PLU/EAN by price category	Starting price/ending price
11	PLU HOURLY GROUP	PLU hourly group report	Starting time/ending time (0 to 2345)
12	PROMOTION PLU	Promotion PLU report	Starting promotion code/ending promotion code (1 to 99999)
13	TRANSACTION	Transaction report	
14	TL-ID	Total in drawer report	
15	COMMISSION SALES	Commission sales report	
16	TAX	Tax report	
17	CHIEF	Chief report	
18	All CLERK	Full clerk report	
19	All CASHIER	Full cashier report	
20	EMPLOYEE	Employee report	Starting employee code/ending employee code (1 to 999999999)
21	EMP. ADJUSTMENT	Employee adjustment report	Starting employee code/ending employee code (1 to 999999999)

No.	Report text	Classification	Note
22	EMP. ACTIVE STATUS	Employee active status report	Starting employee code/ending employee code (1 to 9999999999)
23	HOURLY	Hourly report	Starting time/ending time (0 to 2345)
24	LABOR COST%	Labor cost percent report	
25	EMP. OVER TIME	Employee over time report	Starting employee code/ending employee code (1 to 9999999999)
26	DAILY NET	Daily net report	
27	GLU	GLU report	Starting GLU code/ending GLU code (1 to 9999)
28	BALANCE	Balance report	
29	BILL	Bill report	
30	CUSTOMER SALES1	Customer sales 1 report	Starting customer code/ending customer code (1 to 99999999999999)
31	CUSTOMER SALES2	Customer sales 2 report	Starting customer code/ending customer code (1 to 99999999999999)
32	CUSTOMER BY AMT	Customer sales report by amount	Starting price/ending price (0 through 99999.99)
33	CHARGE ACCOUNT	Charge account report	
34	NON ACCESSED EAN	Non-accessed EAN report	
35	NON ACCESSED CUST.	Non-accessed customer report	
36	CUSTOMER ORDERING1	Customer ordering report 1	Starting customer ordering code/ending customer ordering code (10000000 to 29999999)
37	CUSTOMER ORDERING2	Customer ordering report 2	Starting customer ordering code/ending customer ordering code (10000000 to 29999999)
38	ROOM GLU	ROOM GLU report	Starting ROOM GLU code/ending ROOM GLU code (1 to 9999)

■ **Receipt logo** (MESSAGE → **RECEIPT LOGO** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[RECEIPT LOGO]** button to program details.
- (3) Enter the logo text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Receipt logo)	Receipt logo text: max. 30 characters X 6 lines <Default data> S H A R P PRESENTS THE BEST MACHINE S H A R P I S T H E B E S T

NOTE

The programmable number of lines for a message varies according to the following message types:

- 3-line header message type
 - Graphical logo only type
 - Graphical logo and 3-line footer message type
 - 6-line header message type
 - 3-line header and 3-line footer messages type
 - 3-line header message, graphical logo, and 3-line footer message type
 - Graphical logo and 3-line header and 3-line footer messages type
- Please contact your authorized SHARP dealer.*

■ Free text (MESSAGE → FREE TEXT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[FREE TEXT]** button to display the free text list (TEXT01 to TEXT99).
- (3) Touch or select the required free text, and enter the free text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Free text nn)	Max. 20 characters (Free text for departments, PLUs/EANs)

■ Validation printing text (MESSAGE → VP TEXT PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[VP TEXT]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Validation printing text)	Max. 30 characters X 3 lines

■ **Bill header text** (MESSAGE → **BILL TEXT** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[BILL TEXT]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Bill header text)	Max. 30 characters X 3 lines

■ **Bill footer text** (MESSAGE → **BILL FOOTER** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[BILL FOOTER]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Bill footer text)	Max. 30 characters X 3 lines

■ Payee name (MESSAGE → PAYEE NAME PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[PAYEE NAME]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Payee name)	Max. 21 characters X 2 lines (Payee name for the English check)

■ Entertainment bill message (MESSAGE → E.BILL MESSAGE PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[E.BILL MESSAGE]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Entertainment bill message)	Max. 30 characters

■ **Scrolling message for pole display** (MESSAGE → **SCROLL PLOE DISP.** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[SCROLL PLOE DISP.]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Scrolling message for pole display)	Max. 64 characters

■ **Scrolling message for main display** (MESSAGE → **SCROLL MAIN DISP.** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[MESSAGE]** button to display the menu, and touch the **[SCROLL MAIN DISP.]** button to program details.
- (3) Enter the validation printing text and touch the **[OK]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[CANCEL]** or **[EXIT]** key.

Text	Parameter
(Scrolling message for main display)	Max. 64 characters

■ Function menu key (FUNCTION KEY → FUNCTION MENU KEY PGM2)

Max. 15 function keys can be programmed to each of 30 function menu keys.

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTION KEY]** button to display the menu, and touch the **[FUNCTION MENU KEY]** button to display the function menu key list.
- (3) Select the function menu key from the list, the job selection window "**TITLE PRESET/KEY CONTENT PRESET**" is displayed.
 TITLE PRESET: To program the title text for each menu key.

Text	Parameter
TITLE PRESET	Max. 16 characters

KEY CONTENT PRESET: To program function keys for each menu key.
 Select the function key position (1 to 15), the function key list is displayed, and select the function key to assign.
 Select the "INHIBIT" to delete the function key from each function menu.

Text	Parameter
(Function menu key nn)	(Function key 1) : (Function key 15)

- (4) To finish the programming touch the **[EXIT]** key.

■ Function key text/color (FUNCTION KEY → FUNCTION KEY PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[FUNCTION KEY]** button to display the menu, and touch the **[FUNCTION KEY]** button to display the function key list.
- (3) Select the function key from the list, the programming window is displayed.
- (4) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
 Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
KEY TEXT	Description for a dept. key. Up to 16 characters can be displayed.
KEY COLOR	232 colors (Fore color/Back color)

■ **Journal printer** (DEVICE CONFIG → **JOURNAL PRINTER** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[JOURNAL PRINTER]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TERMINAL#	[0] : [SELF TERMINAL No.] : This means local device. [1-254 (EXCEPT SELF TERMINAL NO.)] : RS232 connection (SHARED DEVICE) TCP/IP (4th octet of IP address)
CHANNEL#	0 : not connect/TCP/IP connection 1-5 : RS232 connection (channel#)
PRINTER	ER-01PU TM-T90 TM-H6000 TM-T88(3)/T88(4) TM-U200/230

■ **Receipt/report printer** (DEVICE CONFIG → **RECEIPT/REPORT PRINTER** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[RECEIPT/REPORT PRINTER]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.

Repeat this step (3) satisfactorily.

- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TERMINAL#	[0] : [SELF TERMINAL No.] : This means local device. [1-254 (EXCEPT SELF TERMINAL NO.)] : RS232 connection (SHARED DEVICE) TCP/IP (4th octet of IP address)
CHANNEL#	0 : not connect/TCP/IP connection 1-5 : RS232 connection (channel#)
PRINTER	ER-01PU TM-T90 TM-H6000 TM-T88(3)/T88(4) TM-U200/230 TM-T88(3)(4)+LOGO
AUTO CUTTER	NO : Disables auto cutter YES : Enables auto cutter
HEAD LOGO PRINT	PRE-PRINT : Pre-print the header logo EACH ISSUE : Header logo is printed at each receipt issuing.
RCPT LENGTH	Minimum length for bill on receipt (0 to 30 lines)

■ Bill printer (DEVICE CONFIG → **BILL PRINTER** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[BILL PRINTER]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TERMINAL#	[0] : [SELF TERMINAL No.] : This means local device. [1-254 (EXCEPT SELF TERMINAL NO.)] : RS232 connection (SHARED DEVICE) TCP/IP (4th octet of IP address)
CHANNEL#	0: not connect/TCP/IP connection 1-5 : RS232 connection (channel#)
PRINTER	ER-01PU TM-T90 TM-H6000 TM-U295 TM-T88(3)/T88(4) TM-U200/230 TM-T88(3)(4)+LOGO
INITIAL FEED#	Initial line feed for a slip (0 to 64 lines)
SLIP MAX LINE	Maximum number of lines printable on a slip (0 to 99)
VP PRINT TIMES	Number of times of validation printing (0 to 9)/1
PAPER SHEET	TWO OR MORE: Two or more copy sheet ONE SHEET: One sheet

■ Remote printer (DEVICE CONFIG → **KP#1** through **KP#9** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[KP#1]** through **[KP#9]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.

Repeat this step (3) satisfactorily.

- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TERMINAL#	[0] : [SELF TERMINAL No.] : This means local device. [1-254 (EXCEPT SELF TERMINAL NO.)] : RS232 connection (SHARED DEVICE) TCP/IP (4th octet of IP address)
CHANNEL#	0 : not connect/TCP/IP connection 1-5 : RS232 connection (channel#)
PRINTER	ER-01PU TM-T90 TM-H6000 TM-T88(3)/T88(4): (42 digits) TM-U200/230: (40 digits)
AUTO CUTTER	NO : Disables auto cutter YES : Enables auto cutter
PRINT TYPE	Select the type of receipt print formats. ADDITION : Addition S/D : Single/Double ADD.+S : Addition + Single D ADD. : Double addition D ADD+S : Double addition + Single
SECOND KP	You can assign a second remote printer to which data should be output when the first remote printer encounters an error during transmission of the data. Second remote printer number (0 to 9)
NAME	Description for the remote printer (max. 12 characters)
INITIAL FEED#	Initial line feed for a remote printer (0 to 64)
SORT RCPT. CUTTING	Sort receipt cutting between each sort group YES : Enables sort receipt cutting. NO : Disables sort receipt cutting.
SEQUENTIAL PRINT	Sequential print from sort group 1 except header and footer YES : Enables sequential print. NO : Disables sequential print.

■ BCR (SCANNER) (DEVICE CONFIG → BCR (SCANNER) PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[BCR (SCANNER)]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CHANNEL#	0 - 5: "0" means no RS-232 channel is assigned.
BAUD RATE	Transmission data rate (Baud rate) 19200 bps: 9600 bps: 4800 bps:
DATA BITS	7 bits: 8 bits:
PARITY	NON: Non-parity ODD: Odd parity EVEN: Even parity
STOP BIT	1 bit: 2 bits:

■ **SCALE** (DEVICE CONFIG → **SCALE** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[SCALE]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CHANNEL#	0 - 5: "0" means no RS-232 channel is assigned.

■ **On-line** (DEVICE CONFIG → **ONLINE** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[ONLINE]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
CHANNEL#	0 - 5: "0" means no RS-232 channel is assigned.

■ Pole display (DEVICE CONFIG → POLE DISPLAY PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[DEVICE CONFIG]** button to display the menu, and touch the **[POLE DISPLAY]** button to program details.
- (3) Select the required programming item, and enter or select each parameter, then touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
WAITING TIME	Waiting time until the message is displayed on the pole display (0 to 999seconds) When you program as "0", no message is displayed.

■ Tax programming (TAX PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[TAX]** button to display the tax list (tax1 to tax6).
- (3) Select the required tax from the list to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
RATE SIGN	-: Minus rate +: Plus rate
TAX RATE	Tax rate (max. 7 digits: 0.0000 to 999.9999%)

■ Customer code (CUSTOMER → CUSTOMER PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[CUSTOMER]** button to display the menu, and touch the **[CUSTOMER]** button to display the customer list.
- (3) Select or enter the customer code and touch the **[ENTER]** key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
NAME	Enter a customer's name (max. 16 characters)
ADDRESS	On the second line, enter the customer's address (max. 40 characters)
VAT ID	VAT ID (max. 16 characters)
AUTO GROUP DISC.#	Automatic group discount number (0 to 10)
PRICE LEVEL	Price level (0 to 8)

■ Customer control programming (CUSTOMER → CUSTOMER PROG. PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[CUSTOMER]** button to display the menu, and touch the **[CUSTOMER PROG.]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PERIOD:MONTH	Preset a period to delete customer detail data. Enter the period in a unit of month. (01 to 99) If you enter "00", the customer detail data will not be deleted.
LIMIT CHARGE	Limit of charge amount (max. 8 digits: 0 to 99999999)

NOTE

If the following condition is satisfied, its code is deleted using the deleting operation.

Date of the deleting (Year, Month) \geq Date of the last access (Year, Month) + programmed period + 1

[Example] Date of the deleting = (1 to 31)/8/2008, Period = 12 months:

Customer Date of the last access

Customer A ((1 to 30)/6/2007) → Deleted

Customer B ((1 to 30)/7/2007) → Deleted

Customer C ((1 to 30)/8/2007) → Kept intact

■ Branch programming (order mask) (ORDER MASK → **BRANCHES** PGM2)

Branch number: max. 8 digits (1 to 99999999)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ORDER MASK]** button to display the menu, and touch the **[BRANCHES]** button to display the branch numbers list.
- (3) Select or enter the branch number and touch the **[ENTER]** key to program details.
- (4) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (4) satisfactorily.
- (5) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
BRANCH NAME	Branch name (Up to 16 characters can be programmed.)

■ Transfer mask (order mask) (ORDER MASK → **TRANSFER MASK** PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ORDER MASK]** button to display the menu, and touch the **[TRANSFER MASK]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key. Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
MASK NO.	Mask number (max. 2 digits: 6 to 25)

■ Backup data send programming (BACKUP SEND PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[BACKUP SEND]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SEND DATA	Select one of the following options (data sources): ALL RAM: SSP:
SPEED	Select one of the following options (data transmission speeds): PROGRAMMED: Sends data at a programmed speed. 115200bps: Sends data at 115200 bps. 57600bps: Sends data at 57600 bps. 38400bps: Sends data at 38400 bps. 19200bps: Sends data at 19200 bps. 9600bps: Sends data at 9600 bps. 4800bps: Sends data at 4800 bps. 2400bps: Sends data at 2400 bps.

■ Backup data receive programming (BACKUP RECEIVE PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[BACKUP RECEIVE]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
SPEED	Select one of the following options (data transmission speeds): PROGRAMMED: Sends data at a programmed speed. 115200bps: Sends data at 115200 bps. 57600bps: Sends data at 57600 bps. 38400bps: Sends data at 38400 bps. 19200bps: Sends data at 19200 bps. 9600bps: Sends data at 9600 bps. 4800bps: Sends data at 4800 bps. 2400bps: Sends data at 2400 bps.

■ On-line configuration programming (ONLINE CONFIG PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[ONLINE CONFIG]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
TERMINAL No.	6 digits ((0 to 999999) : 000001)
CI SIGNAL	SENSING: Sensing of the CI signal NON : Non sensing of the CI signal
LINE FORM	Transmission line form; HALF: Half duplex system FULL : Full duplex system
BAUD RATE	Transmission data rate (Baud rate) 115200 bps 57600 bps 38400 bps 19200 bps 9600 bps 4800 bps 2400 bps
START CODE	Start code: 3 digits ((0 to 127) : 002)
END CODE	End code: 3 digits ((0 to 127) : 013)
TIME OUT	Time out time: 3 digits ((1 to 255 (sec)) : 007)
AT OPEN STORE	At command with open store: max. 50 characters (null)
AT CLOSE STORE	At command with close store: max. 50 characters (null)

■ VMP configuration programming (VMP CONFIG PGM2)

- (1) Select the PGM2 mode and touch the **[SETTING]** to perform the programming.
- (2) Touch the **[VMP CONFIG]** button to program details.
- (3) Touch the required programming item, and enter or select each parameter and touch the **[ENTER]** key.
Repeat this step (3) satisfactorily.
- (4) To terminate the programming, touch the **[EXIT]** key.

Text	Parameter
PASSWORD	Max. 4 digits (0 to 9999)
VMP1 PASSWORD	Max. 4 digits (0 to 9999)
VMP2 PASSWORD	Max. 4 digits (0 to 9999)
VMP3 PASSWORD	Max. 4 digits (0 to 9999)
VMP1 ID	Max. 10 digits (0 to 9999999999)
VMP2 ID	Max. 10 digits (0 to 9999999999)
VMP3 ID	Max. 10 digits (0 to 9999999999)

Dynamic EAN Data Loading

This function is used to load the dynamic EAN data to the EAN data file.

Procedure

- (1) Select the PGM2 mode and touch the **[D-EAN LOAD]** button to perform the loading job.
The confirmation window "ARE YOU SURE ?" is displayed to perform the loading job.
- (2) Select the **[1. YES]** button to perform the loading job.
Select the **[2. NO]** button to cancel the loading job.

Data Clear

The DATA CLEAR is chiefly used for clearing data in the event some system trouble occurred. Use the following procedure to perform the data clear operation only when instructed by your authorized SHARP dealer.

Procedure

(1) Select the PGM2 mode and touch the **[DATA CLEAR]** button to perform the data clear job.

The data file list is displayed to clear.

(2) Select the data file from the list to clear the data.

Data file	Classification
1 E.JOURNAL	Electronic journal data
2 T-LOG	T-LOG data file
3 TRANSACTION	Transaction data file
4 CLERK	Clerk data file
5 CASHIER	Cashier data file
6 HOURLY	Hourly data file
7 DAILY NET	Daily net data file
8 SIGN ON FLAG	Sign on flag
9 GLU USED FLAG	GLU used flag

(3) To finish the operation touch the **[EXIT]** key.

PRICE Mode Programming

The PRICE mode programming is mainly used for daily changes of the PLU's unit price.
To program a unit price for a PLU as follows.

Procedure

- (1) Select the PRICE mode in the mode selection window, the programming window is displayed.
- (2) To select the screen touch the **[SELECT SCREEN]** button and select the required screen.
Touch the objective PLU key.
- (2)' When you want to use the PLU list, touch the **[LIST MENU]** button and enter the PLU code or select the PLU in the PLU list window.
- (3) Enter the new unit price for a PLU.
- (4) To finish the operation touch the **[EXIT]** key.

Automatic Sequencing Key Programming

Just one touch of an automatic sequencing key enables you to perform a set of frequently used key operations that are assigned to the automatic sequencing key. There are a maximum of 99 automatic sequencing keys available.

You can also assign a maximum of 15 automatic sequencing keys to each of the 6 AUTO menu keys. Touching an AUTO menu key opens a menu window to select the assigned automatic sequencing keys.

■ Auto menu programming

Procedure

- (1) Select the AUTO KEY mode and touch the **[AUTO MENU]** button to display the auto menu list (AUTO MENU1 to AUTO MENU6).
- (2) Select the auto menu key from the list, the selection window “**TITLE PRESET/KEY CONTENT PRESET**” is displayed.

TITLE PRESET: To program the title text for each auto menu.

Text	Parameter
TITLE PRESET	Max. 16 characters

KEY CONTENT PRESET: To program auto keys for each auto menu.

Select the auto key position (1 to 15), the auto key list is displayed, and select the auto key to assign.

Select the “INHIBIT” to delete the auto key from each auto menu.

Text	Parameter
(Auto menu key n)	(Auto key 1) : (Auto key 15)

- (3) To finish the programming touch the **[EXIT]** key.

■ Auto key sequence programming

Procedure

- (1) Select the AUTO KEY mode and touch the **[AUTO KEY SEQUENCE]** button to display the auto key list (AUTO to AUTO99).
- (2) Select the auto key from the list to program key sequence.
- (3) Program the key sequence from DEPT./PLU/FUNC. KEY list.
To delete the step of key sequence, touch the **[RECORD DELETE]** button.
- (4) To finish the programming touch the **[EXIT]** key.
- (5) The confirmation window is displayed. Select the operation from “1.SAVE/2.ABANDON/3.CANCEL” menu.

Reading of Stored Programs

You can read programs stored in the PGM1 or PGM2 mode.

Procedure

- (1) Select the menu **[READING]** in the PGM1 or PGM2 mode, the job menu window is displayed.
- (2) Select the required reading menu, the output device selection window is displayed.
Select the output device "DISPLAY/PRINT". To cancel the operation, select "CANCEL".
- (3) To finish the operation touch the **[EXIT]** key.

PGM reading jobs:

■ PGM1 mode

READING			
DEPARTMENT			
PLU/EAN			
	RANGE		
	PICK UP		
		NEW PICKING	
		LAST PICKING	
DYNAMIC EAN			
	RANGE		
	PICK UP		
		NEW PICKING	
		LAST PICKING	
FUNCTIONS			
CLERK			
CASHIER			

■ PGM2 mode

READING			
DEPARTMENT			
PLU/EAN			
	RANGE		
	PICK UP		
		NEW PICKING	
		LAST PICKING	
DYNAMIC EAN			
	RANGE		
	PICK UP		
		NEW PICKING	
		LAST PICKING	
LINK PLU/EAN TABLE			
COMBO MEAL			
CONDIMENT TABLE			
EAN PLU CONVERT			
ITF PLU CONVERT			
CRATE TABLE			

	PROMOTION TABLE			
	EAN OTHERS			
	PLU INFORMATION			
	PLU MENU KEY			
	SCALE TABLE			
	HAPPY HOUR			
	FUNCTIONS			
	MEDIA			
	TRAINING TEXT/CLK			
	CLERK			
	CASHIER			
	MANAGER			
	EMPLOYEE			
	WORKING TIME SHIFT			
	JOB LOCATE TABLE			
	CONTACTLESS KEY			
	OPTIONAL			
	REPORT			
	FUNCTION TEXT			
	FUNCTION KEY			
	FUNCTION MENU KEY			
	DEPT. GROUP			
	PLU GROUP			
	PLU HOURLY GROUP			
	MESSAGE			
	TAX			
	AUTO MENU			
	AUTO KEY SEQUENCE			
	CUSTOMER			
	CUSTOMER PROG.			
	BRANCHES			
	TRANSFER MASK			
	DEVICE CONFIG			
	DIRECT KEY			
	ONLINE CONFIG			
	INLINE CONFIG			
	MWS CONFIG			
	VMP CONFIG			
	ROM VERSION			

Sample Reports of Stored Program Reading

■ Department (PGM1 or PGM2 mode)

The diagram illustrates the layout of a PGM2* terminal screen, divided into two main sections. The top section displays report data, and the bottom section displays function programming options.

Top Section: Report Data

- Operating mode*:** *PGM2*
- Report type:** DEPARTMENT
- Dept. code:** D01
- Description:** DPT. 01
- Report Data:**
 - 1001003 D1111111111
 - DPT. 01
 - 5. 23
 - T123456 G01
 - VO CO
 - KP001 L18
 - BLACK/BLUE
 - 3. 61
 - D02
 - DPT. 02
 - 1001003 D0000000000
 - DPT. 02
 - KP001 L18
 - BLACK/BLUE
 - 8. 42
 - D03
 - DPT. 03
 - 1001003 D0000000000
 - DPT. 03
 - KP001 L18
 - BLACK/BLUE

Bottom Section: Function Programming

- Function programming:** 1 0 0 1 0 0 3
- Amount entry type** (open and preset/preset/ open/inhibited)
- Receipt type** (double/single)
- SIF/SICS/normal**
- Scale status** (Scale compulsory/enable/ inhibited)
- Scale table no.**
- Item validation print** (compulsory/non-compulsory)
- Print on clerk report** (Yes/no)

* When you take this report in the PGM1 mode, the PGM2 indication is replaced by "PGM1".

■ PLU/EAN (PGM1 or PGM2 mode)

Report type	PLU/EAN	*PGM2*	Associated dept. code
Tax status			Menu type (space: normal PLU, L: link PLU table no., C: combo meal no.)
PLU code	P00001	(01)	Base q'ty
Group no.	G08 T123456	C00 001003	
Description for price level 1	P1 PLU00001	8.50	Price 1
Condiment table no.	P2	0.60	Pint price 1
		9.00	Price 2
		0.00	Pint price 2
	P3	9.50	Price 3
		0.00	Pint price 3
Touch key text	00001		
Group discount 1 to 9 (Yes/no)	D111111111 H111111111	BLACK/YELLOW	Pint base q'ty
	T0 0000 C1 HG1 4 7	/1.0	Print station (Remote printer 1/2/receipt)
	B 0	KP001	Happy hour 1 to 9 (Yes/no)
	M 0.000 S-1179.000		Minimum stock/Stock
	P00002 (01) #00/ 0		Function programming
	G01 T1 C00 001003		0 0 1 0 0 3
	P1 PLU00002	2.10	Amount entry type (open and preset/preset/ open/inhibited)
		0.70	Price shift (compulsory/inhibited/allowed)
	P2	2.20	Printing on clerk report (Yes/no)
		0.00	Scale status (compulsory/enable/inhibit)
	P3	3.20	Condiment entry to menu item (compulsory/non-compulsory)
		0.00	Condiment type (Yes/no)
Bonus point	00002		Tare table no./PLU information table no./Commission group/Hourly group
	BLACK/YELLOW		
	D1000000000 H111111111	/1.0	
	T0 0000 C2 HG2 5 0	KP001	
	B 0		
	M 0.000 S -658.000		

	P00500 (01) #00/ 0
	G01 C00 000002
	P1 PLU00500
	1.00
	0.00
	P2
	2.00
	0.00
	P3
	3.00
	0.00
	00500
	BLACK/YELLOW
	D0000000000 H111111111
	/1.0
	T0 0000 C0 HGO 0 0
	KP001
	B 0
	M 0.000 S 0.000
EAN code	4001112223334#(01) #00/ 0
	G01 C00 000002
	P1 ITEM08
	1.10
	0.00
	P2 ITEM08
	1.20
	0.00
	P3 ITEM08
	1.30
	0.00
	BLACK/YELLOW

D0000000000	H111111111	/1.0
TO 0000	CO HGO 0 0	KP001
B 0		
M	0.000	S 56.000
4001231234567#(02)	#00/ 0	
G01	COO 000002	
P1 ITEM06	3.10	
	0.00	
P2	3.20	
	0.00	
P3	3.30	
	0.00	
BLACK/YELLOW		
D0000000000	H111111111	/1.0
TO 0000	CO HGO 0 0	KP001
B 0		
M	0.000	S 51.000

Non-accessed EAN delete method
(*: Non-delete, space: Delete in the Z1 mode)

■ Dynamic EAN (PGM2 mode)

PGM2		
DYNAMIC EAN		Report type
4001526347893#(01)	#00/ 0	
G01	COO 001002	
P1 DPT.01	2.70	
	0.00	
P2	0.00	
	0.00	
P3	0.00	
	0.00	
BLACK/YELLOW		
D0000000000	H111111111	/1.0
TO 0000	CO HGO 0 0	KP001
B 0		

■ Link PLU table (PGM2 mode)

PGM2		
LINK PLU/EAN TABLE		Report type
#01	P00040	Link PLU table no.
	P00041	Assigned PLU codes
#02	P00050	
	P00051	
	P00052	
	P00053	
	P00054	

■ Combo meal (PGM2 mode)

PGM2			Report type
COMBO MEAL			Combo meal no.
#01	P00024	1.10	Assigned PLU codes and prices
	P00025	1.30	
	P00026	1.50	
#02	P00027	1.10	
	P00028	1.50	
	P00029	1.70	

■ Condiment table (PGM2 mode)

PGM2			Report type
CONDIMENT TABLE			Condiment table no.
#01	0		Assigned PLU codes
	P00023 P1		
	P00025 P1		
HOWCOOK?	P00027 P1		Linked condiment table no.
	#04		
	0		
#04	P00033 P1		
	P00037 P1		
	P00038 P1		
POTATO?			Message text
#05	0		
	P00040 P1		
	P00041 P1		
FLAVOR			

■ EAN-to-PLU converting table (PGM2 mode)

PGM2			Report type
EAN PLU CONVERT			EAN code
4901234567894#	P00019		Converted PLU code

■ ITF-to-PLU converting table (PGM2 mode)

PGM2			Report type
ITF PLU CONVERT			ITF code
1234567890123456#	P00019		Converted PLU code

■ Crate table (PGM2 mode)

PGM2		Report type
CRATE TABLE		
Crate table no.	#01	P00013
Text	CRATE01	SINGLE
Number of bottles	12	9.80
Price level	LEVEL1	P00014
	#02	P00009
	CRATE02	COMBI
	6	5.50
	LEVEL1	P00010
		P00012
		P00013

■ Promotion table (PGM2 mode)

PGM2		Report type
PROMOTION TABLE		
Promotion table no.	#001	
Text	PROMO_1	GLOBAL
	01	P00040
	02	P00041
	03	P00042
	LEVEL1	03
	AMOUNT DISCOUNT	1.00
	LEVEL2	00
	AMOUNT DISCOUNT	0.00
	LEVEL3	00
	AMOUNT DISCOUNT	0.00
	LEVEL4	00
	AMOUNT DISCOUNT	0.00
	LEVEL5	00
	AMOUNT DISCOUNT	0.00
	0:00-23:59 R1	
	MON TUE WED THU FRI SAT SUN	
	1 1 1 1 1 1 1	
	#002	
	PROMO_2	INDIVIDUAL
	01	P00042
	02	P00043
	03	P00044
	LEVEL1	
	01/01 02/01 03/02 04/00 05/00	
	06/00 07/00 08/00 09/00 10/00	
	11/00 12/00 13/00 14/00 15/00	
	16/00 17/00 18/00 19/00 20/00	
	21/00 22/00 23/00 24/00 25/00	
	% DISCOUNT	40.00%

LEVEL2				
01/00	02/00	03/00	04/00	05/00
06/00	07/00	08/00	09/00	10/00
11/00	12/00	13/00	14/00	15/00
16/00	17/00	18/00	19/00	20/00
21/00	22/00	23/00	24/00	25/00
AMOUNT DISCOUNT				0.00
LEVEL3				
01/00	02/00	03/00	04/00	05/00
06/00	07/00	08/00	09/00	10/00
11/00	12/00	13/00	14/00	15/00
16/00	17/00	18/00	19/00	20/00
21/00	22/00	23/00	24/00	25/00
AMOUNT DISCOUNT				0.00
LEVEL4				
01/00	02/00	03/00	04/00	05/00
06/00	07/00	08/00	09/00	10/00
11/00	12/00	13/00	14/00	15/00
16/00	17/00	18/00	19/00	20/00
21/00	22/00	23/00	24/00	25/00
AMOUNT DISCOUNT				0.00
LEVEL5				
01/00	02/00	03/00	04/00	05/00
06/00	07/00	08/00	09/00	10/00
11/00	12/00	13/00	14/00	15/00
16/00	17/00	18/00	19/00	20/00
21/00	22/00	23/00	24/00	25/00
AMOUNT DISCOUNT				0.00
0:00-23:59 R1				
MON TUE WED THU FRI SAT SUN				
1 1 1 1 1 1 1				

■ EAN other functions (PGM2 mode)

PGM2	
EAN OTHERS	Report type
EAN NON-PLU	Non-PLU format setting
20	5 4 0 0 1 2
02	4 5 0 0 1 2
EAN DELETE	
	10 Delete period
PRESS CODE	Press code function
1	001
2	001
3	001
4	001
5	001

■ PLU information text (PGM2 mode)

PGM2	
PLU INFORMATION	Report type
#0001	Table no.
TEXT 1.1	PLU information text
TEXT 1.2	
TEXT 1.3	
TEXT 1.4	
TEXT 1.5	
TEXT 1.6	
TEXT 1.7	
TEXT 1.8	
TEXT 1.9	
TEXT 1.10	
#0002	
TEXT 2.1	
TEXT 2.2	
TEXT 2.3	

■ PLU menu key (PGM2 mode)

PGM2	
PLU MENU KEY	Report type
#01	Menu key no.
PLU MENU01	Menu title
1 00 0	
P00055	Menu item
P00056	
<hr/>	
#07	
PLU MENU07	
0 00 1	
P00372	
<hr/>	
P00422	
P00423	

■ Scale table (PGM2 mode)

PGM2	
SCALE TABLE	Report type
#1	Scale table no.
0.725	Tare weight
#2	
1.350	
#3	
1.235	
#4	
0.000	
#5	
0.000	
#6	
0.000	
#7	
0.000	
#8	
0.000	
#9	
0.000	

■ Happy hour (PGM2 mode)

PGM2									
HAPPY HOUR									
SFT1	4:00-11:00				SL1				
MON	TUE	WED	THU	FRI	SAT	SUN			
1	1	1	1	1	1	1			
SFT2	0:00- 0:00				SL1				
MON	TUE	WED	THU	FRI	SAT	SUN			
1	1	1	1	1	1	1			

Report type

Start time/End time/Shift level

Day of week

(1: Enable, 0: Disable)

SFT8	0:00- 0:00				SL1				
MON	TUE	WED	THU	FRI	SAT	SUN			
1	1	1	1	1	1	1			
SFT9	0:00- 0:00				SL1				
MON	TUE	WED	THU	FRI	SAT	SUN			
1	1	1	1	1	1	1			

■ Function groups (PGM1 or PGM2 mode)

PGM2									
FUNCTIONS									
(-) 1	-0.20				L18				
S					L18				
(-) 2	-0.70				L18				
S					L18				
(-) 3	-0.85				L18				
S					L18				
(-) 4	-1.12				L18				
S					L18				
(-) 5	-0.00				L18				
I					L18				
(-) 6	-0.00				L18				
I					L18				
(-) 7	-0.00				L18				
I					L18				
(-) 8	-0.00				L18				
I					L18				
(-) 9	-0.00				L18				
R					L18				
%1	-10.00%				L100.00%				
S					L100.00%				
%2	-5.00%				L100.00%				
S					L100.00%				
%3	-7.50%				L100.00%				
S					L100.00%				
%4	-8.00%				L100.00%				
S					L100.00%				
%5	-6.00%				L100.00%				
I					L100.00%				
%6	-4.50%				L100.00%				
I					L100.00%				

%7	-8.00%
I	L100.00%
%8	-6.50%
I	L100.00%
%9	-7.00%
R	L100.00%
GDSC%1	-10.00%
GD1 ST	L100.00%
GDSC%2	-5.00%
GD2 ST	L100.00%
GDSC%3	-6.00%
GD3 ST	L100.00%
GDSC%4	-7.00%
GD4 ST	L100.00%
GDSC%5	-8.00%
GD5 ST	L100.00%
GDSC%6	-4.00%
GD6 ST	L100.00%
GDSC%7	-8.50%
GD7 ST	L100.00%
GDSC%8	-10.00%
GD8 ST	L100.00%
GDSC%9	-7.50%
GD9 ST	L100.00%
GDSC%10	-10.00%
GD10 ST	L100.00%
COM. SAL1	3.000%
COM. SAL2	2.000%
COM. SAL3	5.000%
COM. SAL4	6.000%
COM. SAL5	8.000%
COM. SAL6	7.000%
COM. SAL7	6.000%
COM. SAL8	7.000%
COM. SAL9	8.000%
SER. CHRG	0.01%
CASH TIP	L18
NOCA TIP	L18
DEPOSIT	L18
DEPO. (-)	L18
***RA	L18
***RA2	L18
***PD	L18
***PD2	L18
****CID	9999999.99
CHK/CG	999999.99
BONUS POINT	

Sentinel

HALO

AMOUNT1	1.00	Amount for getting bonus point 1
BONUS POINT1	1	Bonus point 1
AMOUNT2	2.00	
BONUS POINT2	2	
AMOUNT3	3.00	
BONUS POINT3	3	
AMOUNT4	4.00	
BONUS POINT4	4	
AMOUNT5	5.00	
BONUS POINT5	5	
AMOUNT6	6.00	
BONUS POINT6	6	
AMOUNT7	7.00	
BONUS POINT7	7	
AMOUNT8	8.00	
BONUS POINT8	8	
AMOUNT9	9.00	
BONUS POINT9	9	
AMOUNT10	10.00	
BONUS POINT10	10	
BONUS REDEMPTION		
MINIMUM POINT	1	Minimum bonus point
REDEEMED POINTS	1	Redeemed bonus point
REDEEMED AMOUNT	1.00	Redeemed amount

Media key (PGM2 mode)

PGM2		
MEDIA		Report type
CASH	L18	Function text
	00001001	HALO
	999999.99	Programming
CASH2	L18	
	00001001	
	999999.99	
CASH3	L18	
	00001001	
	999999.99	
CASH4	L18	
	00001011	
	999999.99	
CASH5	L18	
	00001001	
	999999.99	
CHECK	L18	
	0000001001	
	999999.99	
CHECK5	L18	
	0000001001	
	999999.99	
CREDIT1	L18	
	000000111	
	999999.99	

CREDIT6	L18
	000000101
	999999.99
CREDIT7	L18
	000000101
	999999.99
CREDIT8	L18
	000000101
	999999.99
CREDIT9	L18
	000000101
	999999.99
CHARGE	L18
	00001
HOTEL TRANS.	0
CA/CHK	999999.99
CA/CHK2	999999.99
CA/CHK3	999999.99
CA/CHK4	999999.99
CA/CHK5	999999.99

FOREIGN CURRENCY

EXCH1	US \$	1.550220 2	Rate
EXCH2		1.225310 2	Tab
EXCH3		1.321000 2	
EXCH4		1.112233 2	
EXCH5		1.121212 2	
EXCH6		1.332211 2	
EXCH7		1.432101 2	
EXCH8		1.112233 2	
EXCH9		1.332211 2	
		NONE	

CURRENCY MONEY

1 CENT	0.01
2 CENT	0.02
5 CENT	0.05
10 CENT	0.10
20 CENT	0.20
50 CENT	0.50
1 EURO	1.00
2 EURO	2.00
5 EURO	5.00
10 EURO	10.00
20 EURO	20.00
50 EURO	50.00
100 EURO	100.00
200 EURO	200.00
500 EURO	500.00
	0.00
	0.00
	0.00
	0.00
	0.00

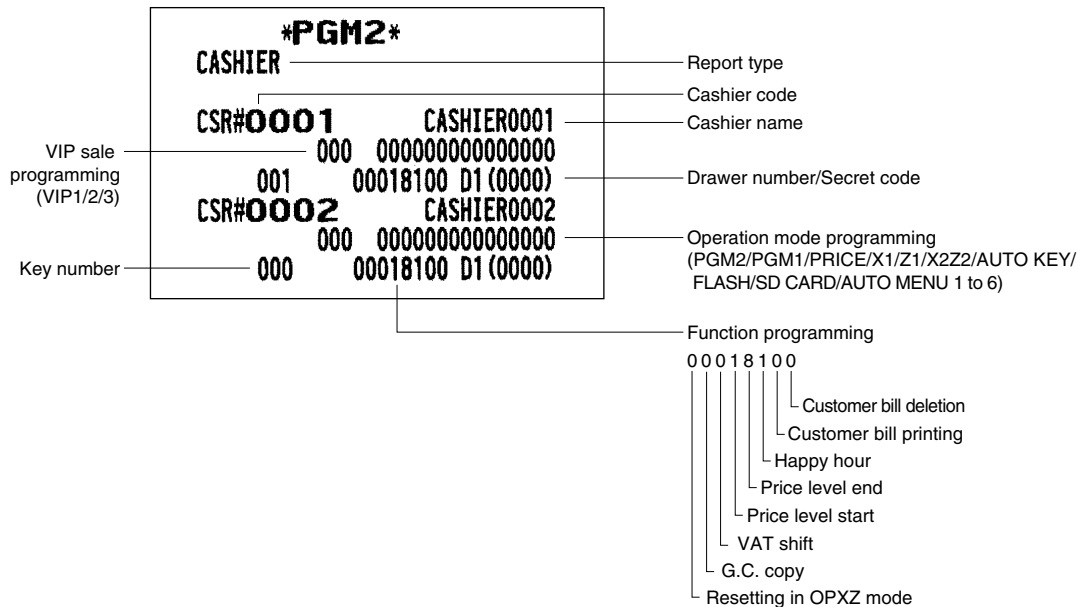
■ Training text/clerk (PGM2 mode)

PGM2		
TRAINING TEXT/CLK		Report type
TRAINING CODE	0004 0000	Training clerk or cashier code
TRAINING TEXT	TRAINING	Training mode title text

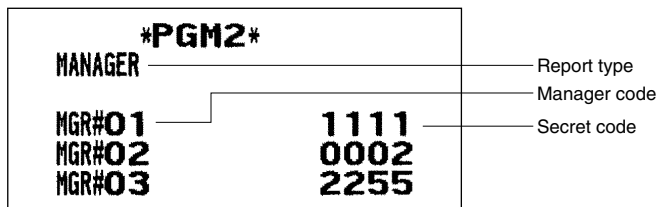
■ Clerk (PGM1 or PGM2 mode)

PGM2		Report type
CLERK		Clerk code
CLK#0001	CLERK0001	Clerk name
1- 9999	1- 9999	Linked room GLU code
000 0000000000000000		VIP sale programming (VIP1/2/3)
00 001 00000018100 D1(1111)		Drawer number/Secret code
CLK#0002	EDWARD M	
1- 9999	1- 9999	
000 0000000000000000		Operation mode programming (PGM2/PGM1/PRICE/X1/Z1/X2Z2/AUTO KEY/ FLASH/SD CARD/AUTO MENU 1 to 6)
00 002 00000018100 D1(0000)		
CLK#0003	ERIC T	Function programming
1- 9999	1- 9999	
000 0000000000000000		00000018100
00 003 00000018100 D1(0000)		Customer bill deletion
CLK#0004	CLERK0004	Customer bill printing
1- 9999	1- 9999	Happy hour
000 0000000000000000		Price level end
00 004 00000018100 D1(0000)		Price level start
CLK#0005		Re-call GLU
1- 9999	1- 9999	VAT shift
000 0000000000000000		G.C. copy
00 005 00000018100 D1(0000)		GLU system
CLK#0006	CLERK0006	Supervisor clerk
1- 9999	1- 9999	Resetting in OPXZ mode
000 0000000000000000		
00 006 00000018100 D1(0000)		
CLK#0007	CLERK0007	
1- 9999	1- 9999	
000 0000000000000000		
00 007 00000018100 D1(0000)		
CLK#0013	CLERK0013	
1- 9999	1- 9999	
000 0000000000000000		
00 013 00000018100 D1(0000)		
CLK#0014	CLERK0014	
1- 9999	1- 9999	
000 0000000000000000		
00 014 00000018100 D1(0000)		
CLK#0015	CLERK0015	
1- 9999	1- 9999	
000 0000000000000000		
00 015 00000018100 D1(0000)		

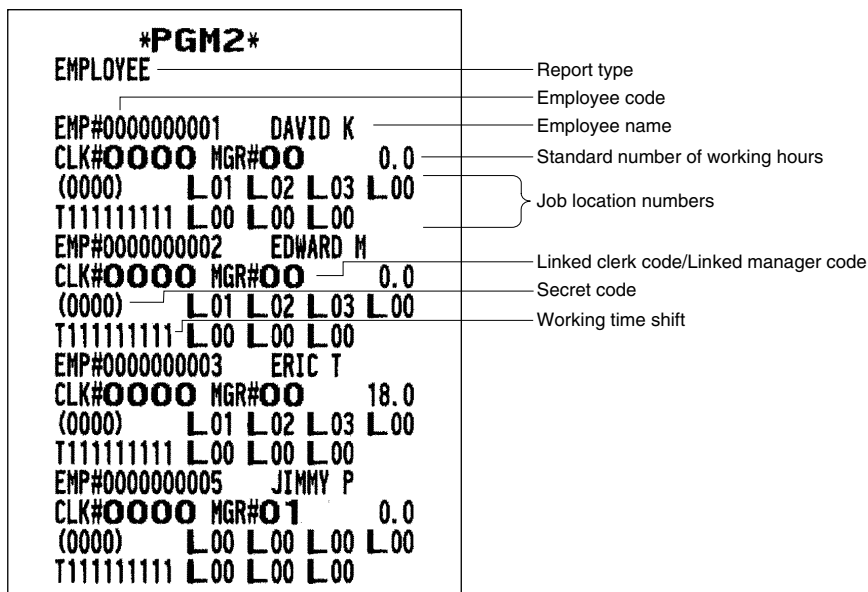
■ Cashier (PGM1 or PGM2 mode)



■ Manager (PGM2 mode)



■ Employee (PGM2 mode)



■ Working time shift (PGM2 mode)

PGM2	
WORKING TIME SHIFT	Report type
#1	SHIFT 1
#2	MORNING02
#3	LUNCH
#4	SHIFT 4
#5	SHIFT 5
#6	SHIFT 6
#7	
#8	
#9	

■ Job location table (PGM2 mode)

PGM2	
JOB LOCATE TBL	Report type
#01	LOCATION#1
SA 1.00	OT 1.20
#02	LOCATION#2
SA 2.00	OT 1.20
#03	LOCATION#3
SA 3.00	OT 1.20
#04	LOCATION#4
SA 4.00	OT 1.20
#05	LOCATION#5
SA 5.00	OT 1.50

■ Contactless key (PGM2 mode) - (only display)

CONTACTLESS KEY

1CLERK CODE

0001

1CLERK NAME

CLERK0001

PAGE 01 / 01

BACK SPACE

CLEAR

7

8

9

TEXTCOPY

PASTE

4

5

6

1

2

3

TEXT ENTRY

0

00

.

LIST

CANCEL

ENTER

CONTINUE

■ Optional features (PGM2 mode)

PGM2		
OPTIONAL		Report type
OPTIONAL		
FUNCTION PROHIBIT		
OPX/Z REPORT	ENABLE	Setting
PAID OUT	PUBLIC	Item
REFUND/RETURN	PUBLIC	
ISSUE ITEM VOID	PUBLIC	
NO ISSUED VOID	PUBLIC	
SBTL VOID	PUBLIC	
ITEM VP	ENABLE	
INTERMEDIATE GLU	PUBLIC	
GLU FINALIZE	ENABLE	
VIP SALES	PUBLIC	
WASTE MODE	PUBLIC	
INTERMEDIATE FINAL	ENABLE	
OPEN GLU DISPLAY	DISABLE	
EAN LEARNING	ENABLE	
PRICE CHANGE	PUBLIC	
CUSTOMER LEARNING	PUBLIC	
CUSTOMER BILL	ENABLE	
CUSTOMER BILL DEL	ENABLE	
FINALIZE ST=0	PUBLIC	
0 RECEIPT DRAWER	ENABLE	
VOID AFTER ST-KEY	PUBLIC	
DRAWER OPEN X1/X2	ENABLE	
DRAWER OPEN Z1/Z2	ENABLE	
DRAWER OPEN OP X/Z	ENABLE	

TERMINAL		
MACHINE NAME		
BILL NUMBER	0007	
DRAWER ALARM	0	Drawer open alarm time
SCREEN SAVE	0	
AUTO SIGN OFF	0	
LICENSE WARNING	10	
SCALE DISPLAY	1	
INFO. AREA COLOR	BLACK/SILVER	Information area color (fore color/back color)

■ Report (PGM2 mode)

PGM2			
REPORT			Report type
0 SKIP			Item
CLERK		SKIP	Setting
CASHIER		SKIP	
TRANSACTION		SKIP	
DEPARTMENT		SKIP	
PLU		SKIP	
HOURLY	NOT	SKIP	
DAILY NET		SKIP	
GENERAL RPT FORMAT			
DEPARTMENT	NOT	SKIP	
TRANSACTION	NOT	SKIP	
TAX SALE	NOT	SKIP	
CID	NOT	SKIP	
DEPT. Q'TY	NOT	SKIP	
DEPT. %SHARE	NOT	SKIP	

HOURLY REPORT			Hourly report
MEMORY TYPE		30	
START TIME		00	
STACKED REPORT			
1			Stacked report 1
PLU			
	00001-	01000	
PLU STOCK			
	00001-	01000	
GENERAL			
2			Stacked report 2
PLU			
	00001-	02000	
DEPT. GROUP TOTAL			
EMPLOYEE 0000000001-9999999999			
CUSTOMER BY AMT			
	*0.00-	*99999.99	
HOURLY		0700-2000	
GLU		1-9999	
CUSTOMER ORDERING1			
	100000000000000001-		
	299999999999999999		

■ Function text (PGM2 mode)

PGM2		
FUNCTION TEXT		Report type
DISCOUNT	DISCOUNT	Function text (default)
DIFFER	DIFFER	Text (preset)
TAX1 ST	TAX1 ST	
TAX2 ST	TAX2 ST	
TAX3 ST	TAX3 ST	
TAX4 ST	TAX4 ST	
TAX5 ST	TAX5 ST	
TAX6 ST	TAX6 ST	
VAT 1	VAT 1	
VAT 2	VAT 2	
VAT 3	VAT 3	
VAT 4	VAT 4	
VAT 5	VAT 5	
VAT 6	VAT 6	
NET1	NET1	
NET2	NET2	
CP PLU	CP PLU	
VD	VD	
SBTL VD	SBTL VD	
MGR VD	MGR VD	

CC VAT 3	CC VAT 3
CC VAT 4	CC VAT 4
CC VAT 5	CC VAT 5
CC VAT 6	CC VAT 6
CC TTL TAX	CC TTL TAX
CC VAT SFT	CC VAT SFT
CC TAX DELE	CC TAX DELE
TRANSACTION#	TRANSACTION#
LICENSE END	LICENSE END
C.BILL	C.BILL

■ Function key (PGM2 mode)

PGM2		
FUNCTION KEY		
		Report type
		Key no.
		Key text
		Key color
001	0	
	BLACK/SILVER	
002	1	
	BLACK/SILVER	
003	2	
	BLACK/SILVER	
004	3	
	BLACK/SILVER	
005	4	
	BLACK/SILVER	
006	5	
	BLACK/SILVER	
007	6	
	BLACK/SILVER	
008	7	
	BLACK/SILVER	

627	VIP_SALE2
	WHITE/202
628	VIP_SALE3
	WHITE/202
629	POINT_REDEMP
	WHITE/NAVY
630	MASK
	WHITE/GREEN
631	BANK_CONSOLE
	WHITE/AQUA
632	E-MAIL
	BLACK/AQUA

■ Function menu key (PGM2 mode)

PGM2			Report type
FUNCTION MENU KEY			Function menu key no.
#01	FUNCTION_MENU 1		Menu title
01	OPENED_GLU	048	Touch key no./Touch key text/Key no.
02	OPENED_ROOM	049	
03	ROOM	495	
04	%9	292	
05	(-)9	301	
06	VP	518	
07	DEPOSIT	498	
08	POINT_REDEMP	629	
09	RECALL_TRANS.	501	
10	TRANS_OUT	508	
11	VATSFT_ITEM	461	
12	TRANS_IN	509	
13	AMOUNT	176	
14	BILL	519	
15	RETURN	282	
#02	FUNCTION_MENU 2		
01	TIME_IN	490	
02	BREAK	492	
03	TIME_OUT	491	
04	ADVANCE_ORDER	524	
05	CORRECT_ORDER	526	
06	CREDIT_ORDER	525	
07	VATSFT_ITEM	461	
08	POINT_REDEMP	629	
09	MASK	630	
10	DEPT#	168	
11	CRATE#	277	
12	INTER_MED.	502	
13	LEVEL#	038	
14	VIP_SALE1	626	
15	CUST_BILL	512	
#30	FUNCTION_MENU30		
01	INHIBIT	---	
02	INHIBIT	---	
03	INHIBIT	---	
04	INHIBIT	---	
05	INHIBIT	---	
06	INHIBIT	---	
07	INHIBIT	---	
08	INHIBIT	---	
09	INHIBIT	---	
10	INHIBIT	---	
11	INHIBIT	---	
12	INHIBIT	---	
13	INHIBIT	---	
14	INHIBIT	---	
15	INHIBIT	---	

■ Department group (PGM2 mode)

PGM2		
DEPT.	GROUP	
GROUP1	GROUP1	Report type
GROUP2	GROUP2	Function text (default)
GROUP3	GROUP3	Text (preset)
GROUP4	GROUP4	
GROUP5	GROUP5	
GROUP6	GROUP6	
GROUP7	GROUP7	
GROUP8	GROUP8	
GROUP9	GROUP9	

■ PLU group (PGM2 mode)

PGM2

PLU GROUP

PLU GR00

PLU GR01

PLU GR02

PLU GR03

PLU GR00

PLU GR01

PLU GR02

PLU GR03

Report type

Function text (default)

Text (preset)

PLU GR95

PLU GR96

PLU GR97

PLU GR98

PLU GR99

PLU GR95

PLU GR96

PLU GR97

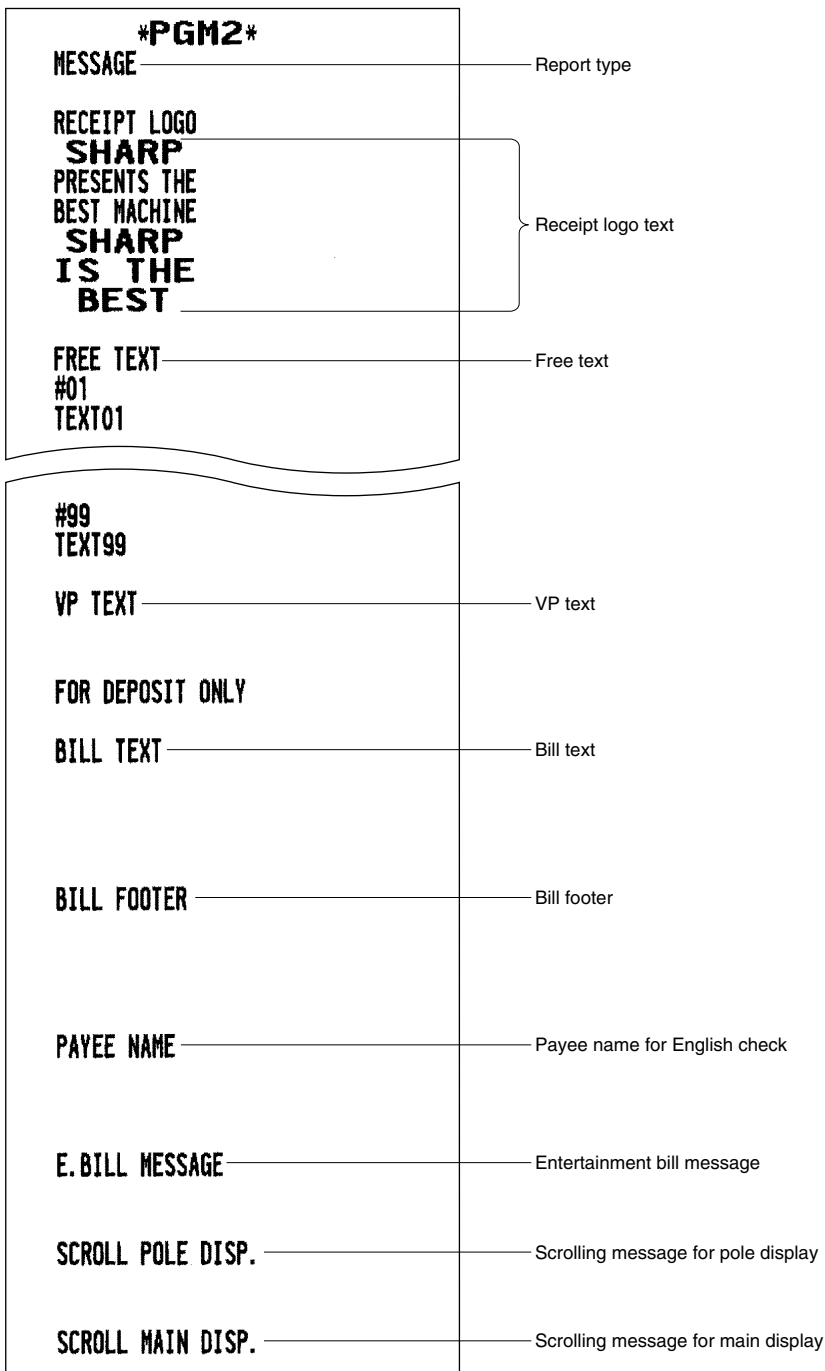
PLU GR98

PLU GR99

■ PLU hourly group (PGM2 mode)

PGM2		
PLU HOURLY GROUP		Report type
		Function text (default)
HOUR GR1	HOUR GR1	Text (preset)
HOUR GR2	HOUR GR2	
HOUR GR3	HOUR GR3	
HOUR GR4	HOUR GR4	
HOUR GR5	HOUR GR5	
HOUR GR6	HOUR GR6	
HOUR GR7	HOUR GR7	
HOUR GR8	HOUR GR8	
HOUR GR9	HOUR GR9	

■ Message (PGM2 mode)



■ Tax (PGM2 mode)

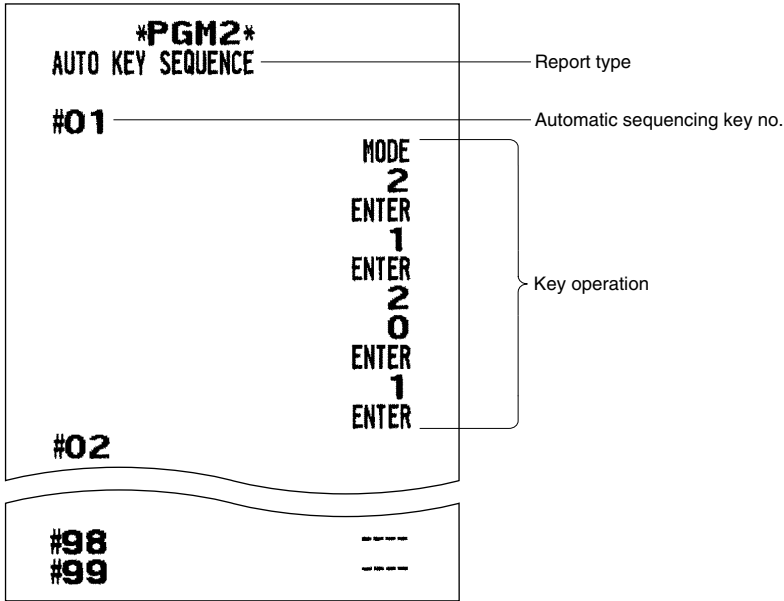
PGM2			Report type
TAX			Tax no.
TAX1	7.5000	%	Rate
TAX2	3.0000	%	
TAX3	4.0000	%	
TAX4	5.0000	%	
TAX5	2.0000	%	
TAX6	-3.0000	%	

■ Auto menu (PGM2 mode)

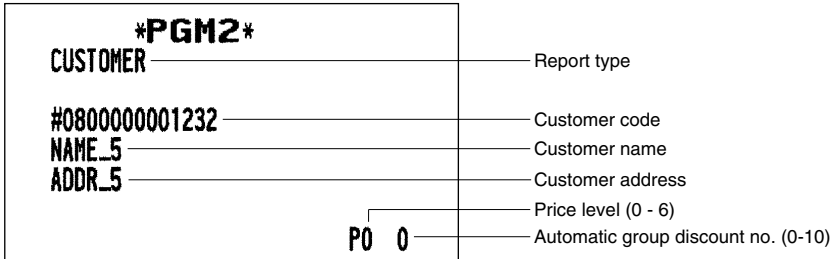
PGM2			Report type
AUTO MENU			AUTO menu no.
AUTO MENU1	AUTO MENU1		Text
01	AUTO		Automatic sequencing key no.
02	AUTO2		
03	AUTO3		
04	INHIBIT		Key no.
05	INHIBIT		
06	INHIBIT		
07	INHIBIT		
08	INHIBIT		
09	INHIBIT		
10	INHIBIT		
11	INHIBIT		
12	INHIBIT		
13	INHIBIT		
14	INHIBIT		
15	INHIBIT		

AUTO MENU6	AUTO MENU6	
01	INHIBIT	
02	INHIBIT	
03	INHIBIT	
04	INHIBIT	
05	INHIBIT	
06	INHIBIT	
07	INHIBIT	
08	INHIBIT	
09	INHIBIT	
10	INHIBIT	
11	INHIBIT	
12	INHIBIT	
13	INHIBIT	
14	INHIBIT	
15	INHIBIT	

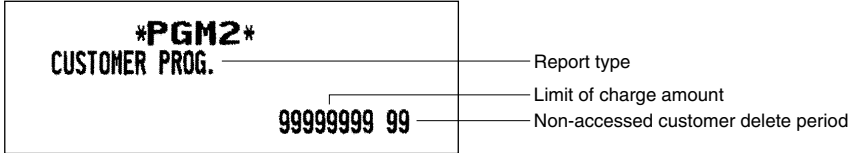
■ Auto key sequence (PGM2 mode)



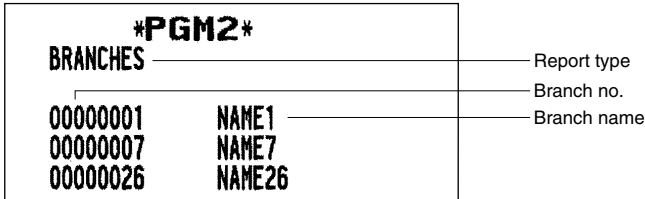
■ Customer (PGM2 mode)



■ Customer control (PGM2 mode)



■ Branches (PGM2 mode)



■ Transfer mask (PGM2 mode)

PGM2	
TRANSFER MASK	Report type
MASK NO.	07Mask no.

■ Device configuration (PGM2 mode)

PGM2	
DEVICE CONFIG	Report type
JOURNAL PRINTER	T#000-C#1Device name
ER-01PU	
RECEIPT/REPORT PRINTER	
ER-01PU	T#000-C#1Terminal no./Channel no.
PRE-PRINT	0/ YESHead logo print
BILL PRINTER	T#000-C#1Minimum length for bill on receipt/Auto cutter
ER-01PU	00 99 1Initial slip feed line no./Maximum line no. of slip printing/No. of times of VP
KP#1	ONE SHEET
TM-T88 (3) /T88 (4)	T#000-C#3Model no. of printer
ADDITION	YES
SORT RCPT. CUTTING	0Initial KP feed line no.
SEQUENTIAL PRINT	NO
KP#2	---
KP#3	---
KP#4	---
KP#5	---
KP#6	---
KP#7	---
KP#8	---
KP#9	---
BCR (SCANNER)	C#3 71 ODDChannel no.
SCALE	4800bpsData bit/Stop bit
ONLINE	---
POLE DISPLAY	C#4Waiting time
	000

■ Direct key (PGM2 mode)

PGM2			Report type
DIRECT KEY			Key no.
HOME			
001		----	
002		----	
003		----	
004		----	
055		----	
056		----	
057		----	
058		----	
059		----	
060	L 1	P00031	PLU level
	L 2	----	PLU code
	L 3	----	
	L 4	----	
	L 5	----	
	L 6	----	
	L 7	----	
	L 8	----	
	L 9	----	
	L10	----	
061	L 1	P00032	
	L 2	----	
	L 3	----	
	L 4	----	
	L 5	----	
	L 6	----	
	L 7	----	
	L 8	----	
	L 9	----	
	L10	----	
130		----	
131		----	
132		----	

■ On-line configuration (PGM2 mode)

```
*PGM2*
ONLINE PRESET

TERMINAL No.      000001
MODEM CONTROL     00
BPS               9
START CODE        002
END CODE          013
TIME OUT          007
OPEN STORE
CLOSE STORE
```

■ VMP configuration (PGM2 mode)

```
*PGM2*
VMP PRESET

PASSWORD          0000
VMP1 PASSWORD     0000
VMP2 PASSWORD     0000
VMP3 PASSWORD     0000
VMP1 ID           0000000000
VMP2 ID           0000000000
VMP3 ID           0000000000
```

■ ROM version (PGM2 mode)

```
*PGM2*
VERSION

IPL Version
0.1 UP-3515
PROGRAM Version
UP-3515V
Ver1.01
R3808
TEXT Version
Text V1.00
SYSTEM Version
System V1.00
FPGA Version
FPGA Ver.15
```

The POS terminal data can be saved to the SD memory card, and the programming data can be loaded from the SD memory card.

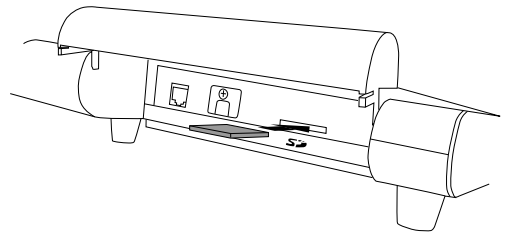
To use the SD card function, select the "SD CARD" mode in the mode selection window and perform the following operations.

Inserting and Removing an SD Memory Card

The SD card slot is located on the left side of your POS terminal and has a side cover.

Inserting an SD memory card

Insert an SD memory card into the SD card slot with the printed SD logo facing upwards. Push the card in steady with a finger until it clicks and release it slowly.



Removing the SD memory card

Push the card in gently with a finger and release it. The card will Come out.

NOTE

- This model supports SD cards only. Use of any other types of SD cards such as mini SD, micro SD, etc. with an adapter is not supported.
- When inserting or removing the SD memory card, be sure to release it slowly. Otherwise, the card may pop out and injure your finger.
- Never touch or remove the SD memory card while it is accessed, otherwise the data stored in it may be damaged.
- Formatting the SD memory card erases all the data in it.

SD card formatting

When the SD card is not formatted yet, take the formatting operation.

Procedure

- (1) Select the **[FORMATTING]** menu in the "SD CARD" mode, the confirmation window is displayed.
- (2) To perform the format operation, touch the **[OK]** key.
To cancel the operation, touch the **[CANCEL]** key.

Folder code programming

The programmed code is used the file folder structure. Up to 8 digits code can be programmed.

Procedure

- (1) Select the **[FOLDER CONTROL]** menu in the "SD CARD" mode, the folder code list window is displayed.
- (2) Select the required folder code from the list, and enter the **[ENTER]** key.
To approve the selected folder code, touch the **[JOB SELECTION]** key.
To cancel the operation, touch the **[CANCEL]** key.

■ Folder creating

The master folder can be created for the data file.
(¥SHARP¥ECRXXX05¥nnnnnnnn¥ : nnnnnnnn/folder code)

Procedure

- (1) Select the **[FOLDER CONTROL]** menu in the “SD CARD” mode, the folder code list window is displayed.
- (2) Touch the **[NEW]** key, the text entry window is displayed and enter the folder code (max. 8 digits) to create.
To create the file folder, touch the **[OK]** key.
To cancel the operation, touch the **[CANCEL]** key.

■ Data saving

The sales data, EJ data or programming data can be saved to the SD card.

Procedure

- (1) Select the **[SAVING]** menu in the “SD CARD” mode, the selection window “**SAVE ONLY** or **SAVE & CLEAR**” is displayed.
 - 1. **SAVE ONLY**: For only data saving
 - 2. **SAVE & CLEAR**: For data saving with memory clearSelect the operation “**SAVE ONLY** or **SAVE & CLEAR**”, the following data list window is displayed.

Text	Data list
SALES DATA	Sales data
EJ DATA	Electronic journal data
T-LOG DATA	T-LOG data file
INDIVIDUAL PROGRAMMING DATA	Select the individual programming data: DEPARTMENT, PLU/EAN, DYNAMIC EAN, PLU MENU KEY, LINK PLU TABLE, CONDIMENT TABLE, PLU CONVERT, CRATE TABLE, PROMOTION TABLE, COMBO MEAL, EAN NON-PLU, PRESS CODE, PLU INFORMATION, TRANSACTION, TRAINING TEXT/CLK, CLERK, CASHIER, MANAGER, OTHER PRESET, DIRECT KEY, FUNCTION MENU, FUNCTION KEY, MESSAGE, DEVICE CONFIG, TAX, CUSTOMER, VMP ID
ALL PROGRAMMING DATA	All programming data
CUSTOMER NAME LIST	Customer name list

- (2) Select the data menu from the list, the confirmation window is displayed.
To save the required data file, touch the **[OK]** key.
To cancel the operation, touch the **[CANCEL]** key.

■ Data loading

The programming data can be loaded from the SD card.

Procedure

(1) Select the **[LOADING]** menu in the “SD CARD” mode, the following data list window is displayed.

Text	Data list
INDIVIDUAL PROGRAMMING DATA	Select the individual programming data: DEPARTMENT, PLU/EAN, DYNAMIC EAN, PLU MENU KEY, LINK PLU TABLE, CONDIMENT TABLE, PLU CONVERT, CRATE TABLE, PROMOTION TABLE, COMBO MEAL, EAN NON-PLU, PRESS CODE, PLU INFORMATION, TRANSACTION, TRAINING TEXT/CLK, CLERK, CASHIER, MANAGER, OTHER PRESET, DIRECT KEY, FUNCTION MENU, FUNCTION KEY, MESSAGE, DEVICE CONFIG, TAX, CUSTOMER, VMP ID
ALL PROGRAMMING DATA	All programming data
CUSTOMER NAME LIST	Customer name list

(2) Select the data menu from the list, the confirmation window is displayed.

To load the programming data file, touch the **[OK]** key.

To cancel the operation, touch the **[CANCEL]** key.

European Article Number (EAN) or Universal Product Code (UPC)

■ EAN or UPC code

Your machine can transact the following codes:

- UPC-A (Number system character: 0, 2, 3, 4) • UPC-E
- EAN-8 • EAN-13 • Internal code EAN-8/EAN-13

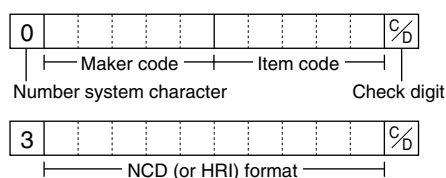
For the codes used in-store marking, there are two types of PLU type (treated as a code like PLU code) and Non-PLU type (price/quantity information is included in the code).

When a code is non-PLU type, the price/quantity in the code is read for sales entry (in case of quantity, "quantity multiplies preset unit price" is processed to obtain price.)

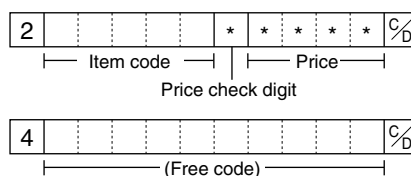
UPC-A

- Number system character: 0 <used in the source marking>
- Number system character: 3 <used as NDC or HRI>

For entry, a full 12 digits number or 11 digits number (omitting the check digits) must be entered.



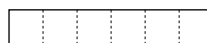
- Number system character: 2 <In-store marking Non-PLU type>
You can program the format in "EAN NON-PLU" in ARTICLE setting.
- Number system character: 4 <In-store marking PLU type>



For entry, a full 12 digits number, 11 digits number (omitting the check digit), or a leading zero plus 12 digits number must be entered. (Any numbers are allowed for the digits marked with *, and on the receipt/journal, non-PLU type code is printed like 2020008*** ** (** ***: price information).)

UPC-E

- UPC-E is a zero-suppressed version of UPC-A that conforms to the UPC-E Standards. This code is used for marking small package.

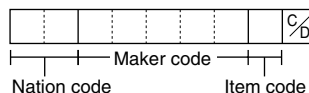


For entry, a 6 digits number or a leading zero plus 6 digits number must be entered.

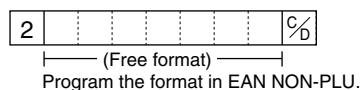
EAN 8

- Ordinary EAN-8 code (flag: neither 0 nor 2) <used in the source marking>

For entry, a full 8 digits number must be entered.



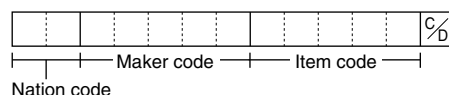
- Internal code (flag 2) <in-store marking non-PLU short type>
Program the format in "EAN NON-PLU" in ARTICLE setting.
- Internal code (flag 0) <in-store marking PLU short type>



For entry, a full 8 digits number must be entered. On the receipt/journal, non-PLU type code is printed like 208*** ** (** ***: price/quantity information)

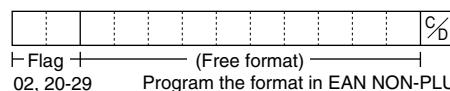
EAN-13

- Ordinary EAN-13 code (used in the source marking)
- Specific EAN-13 code (flag 977, 978, 979) (used in the source marking: ISBN, ISSN)



For entry, you must enter a full of 13 digits number.

- Internal code (used in the in-store marking, the flag character number: 20 through 29 and 02)



Program the format in “EAN NON-PLU” in ARTICLE setting.

- EAN press code (used for press articles)

For a press article, you must use a 13 digits number EAN code plus a 2-digit or 5-digit add-on code, though your register can register 13 digits number EAN code without an add-on code.

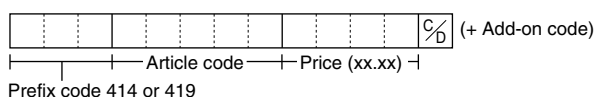
NOTE

The format for press articles is decided unique by each country. For the formats for other countries than the ones shown below, please ask your authorized SHARP dealer.

German type 2

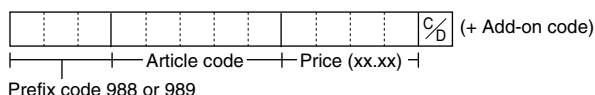
(EURO code - The price is coded in EURO from January 2002)

Currency for price is EURO.



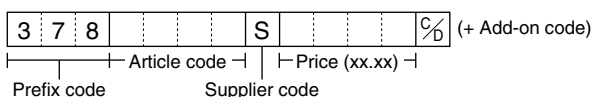
United Kingdom

Currency for price is GBP.



France

Currency for price on the prefix code 378 is EURO, and 379 is FFr. (The price is converted automatically according to EURO status.)



Sweden

Currency for price is SKr.



NOTE

- The availability of these press codes on your register depends on the programming.
- Since the price in a press code is read for sales entries, and the currency is decided by the code, note that the code you enter for sales matches your domestic currency.

■ Add-on code

UPC-A and EAN-13 may be followed by a two digits number or a five digits number as add-on code, excepting UPC-A without a check digit plus two or five digits add-on code.

Therefore, the total number of digits enterable for sales entries are as shown below:

Code entry	No add-on code	2-digit add-on code	5-digit add-on code
UPC-A	12	14	17
UPC-A w/leading zero	13	15	18
UPC-A w/o check digit	11	—	—
UPC-E	6	—	—
EAN-8	8	—	—
EAN-13	13	15	18

NOTE

Your register automatically judges the add-on code in an EAN code entered from the total number of digits and the flag.

■ EAN file

Your POS terminal has an EAN main file and can provide a Dynamic EAN (D-EAN) file.

EAN main file

In general use, all EAN items are managed in the EAN main file.

The programming data and sales information is recorded in the EAN main file.

Dynamic EAN file

If an dynamic EAN file is allocated, the items entered by EAN learning function (refer to “EAN learning function” section.) are saved in this file temporarily. (If not generated, they are directly saved in the EAN main file.) The data saved temporarily can be transferred to the EAN main file when necessary by executing D-EAN LOAD in the PGM2 mode.

If you want to use the dynamic EAN file, consult your authorized SHARP dealer.

Basically your POS terminal can be automatically modified to correspond to the introduction of EURO by executing the operation "EURO STATUS" in X2/Z2 mode. However, there are several options you must set depending on your need. So, please carefully conduct necessary settings.

For details, contact your authorized SHARP dealer.

EURO status:

You can select status from following 4 types ((A), (B), (C), or (D)). And the selectable type is decided as follows for each status. Type (A) is the base status (initial status).

From type (A) — selectable —> Type (B), (C), or (D)
 From type (B) — selectable —> Type (C), (D)
 From type (C) — selectable —> Type (D)

Items	Type (B)	Type (C)	Type (D)
General Z1 report	ISSUE	ISSUE	ISSUE
General Z2 report	ISSUE	ISSUE	ISSUE
GT1/GT2/GT3 memory	—	CLEAR	CLEAR
Exchange1 amount printing for total and change	YES	YES	NO
Exchange1 amount printing for total validation print	YES	YES	NO
Exchange1 calculation method	DIVISION	MULTI	MULTI
Domestic currency symbol	—	[EURO]	[EURO]
Domestic TAB	—	2	2
Conversion of preset prices of Dept./PLU/EAN*	—	YES	YES
Exchange1 currency descriptor	[EURO]	The current domestic currency symbol	—
Exchanger1 TAB	2	The current domestic TAB	—

The marked items "—" is remaining the current data.

*: The preset rate of the **[EXCH1]** key is applied as the conversion rate, and the calculation method is set to "division". When the conversion has been made, the message "PRICE CONVERTED" is printed on the report.

Setting the date and time when the automatic EURO modification operation should be executed

To certainly execute the automatic modification operation, you can program the scheduled date and time to execute the automatic EURO modification operation. From ten days before the preset date, the remaining days are printed at the bottom of the daily full resetting report.

****CID	*13644.62
*CHECK ID	*140.85
CA/CHK ID	*13785.47
CHK/CG	*7.30

EURO START	
01/07/2009 0:00	
DAYS TO EURO	<10>

Date and time setting will be reset after the execution of automatic modification operation, and again you can program the date and time for the next automatic modification operation.

Also you can make the automatic EURO modification operation compulsory. When the above-mentioned preset date and time has come, and also when you start an entry in the REG/MGR mode, the error message "EURO CHANGE ENTRY COMPULSORY" will be displayed. You cannot start any operation in the REG/MGR mode until you make the operation.

Automatic EURO modification operation

1. Select the X2/Z2 mode.
2. Select "8 EURO STATUS" from the menu.
3. Select the status you want to set (B, C or D) referring to the table on the previous page. Touch the [.] key to toggle the options.

Please note that once you set a status, you cannot return to the previous status(es).

Important note

As for the miscellaneous keys, such as [(-)] and [%] keys, and for the HALO setting, the automatic conversion will not be made. You need to change the % rates or amounts in the PGM1/PGM2 mode after the execution of the automatic modification operation for EURO so that they are based on amounts in EURO.

NOTE

It is executed some of following operation which is needed for each status.

(1) Issue general Z1 report. (2) Issue general Z2 report. (3) Clear GT1/GT2/GT3. (4) Change PGM function "Total and change amount printing — With foreign/Domestic only". (5) Change PGM function "Exchange1 amount printing for total validation print — YES/NO" and "Total validation print amount printing — With foreign/Domestic only". (6) Change PGM function "Exchange1 calculation method — Division/Multiplication". (9) Change PGM function "Converting the preset unit prices of departments/PLUs/EANs to the ones in EURO currency — YES/NO. (10) Set "Exchange1 currency descriptor" as the suitable data. (11) Set "Exchange1 TAB as the suitable.

NOTE

This job cannot set the following additional EURO function. You must set the following items by each programming after executing the automatic EURO modification operation.

- (1) Exchange1 rate, (2) "Check, Credit operation for Exchange1 — YES/NO"
(3) Foreign currency drawer number (if installed)

Also when you are using any of the [EXCH2] through [EXCH9] keys, you must change these rates.

In Case of Power Failure

When power is lost, the POS terminal retains its memory contents and all information on sales totals.

- When power failure is encountered in the POS terminal idle state or during an entry, the POS terminal returns to the normal state of operation after power recovery.

Before Calling for Service

The malfunction shown in the left-hand column below, labeled “Condition”, does not necessarily indicate functional faults of the terminal. The condition listed is only meant to be a reference for the items shown in the “Checking” column at the right before calling for service.

Condition	Checking
<ul style="list-style-type: none">• The power indicator is not lit.	<ul style="list-style-type: none">• Is power supplied to the electric outlet?• Is the AC power cord plug removed or loosely connected to the electrical outlet?• Is the AC adapter connector removed or loosely connected to the AC adapter jack?• Is the mode switch in the “ON (I)” position?

15 Options

List of Options

For your UP-3515 POS terminal, the following options are available:

For details, contact your authorized SHARP dealer. Do not try to install any options yourself.

- | | |
|--------------------------------------|---|
| 1. Integrated rear customer display: | UP-I20DP |
| 2. Remote customer pole display: | UP-P20DP/UP-P20DPB |
| 3. Remote drawer: | ER-03DW/ER-03DWB/ER-04DW
ER-05DW/ER-05DWB |
| 4. Remote coin case: | ER-48CC2 (for ER-03DW/ER-03DWB)
ER-48CC3 (for ER-04DW)
ER-58CC (for ER-05DW/ER-05DWB) |
| 5. Remote coin case cover: | ER-01CV1-5 (for ER-48CC2)
ER-02CV1-5 (for ER-48CC3)
ER-03CV (for ER-58CC) |
| 6. Contactless clerk keys: | UP-R10CL2 |
| 7. RAM memory board: | UP-S04MB2/UP-S08MB |
| 8. EFT interface: | UP-I04EF |

NOTE

- *You cannot use UP-I20DP and UP-P20DP/UP-P20DPB simultaneously.*
- *To use an external thermal printer, contact your authorized SHARP dealer.*

16 Specifications

Model:	UP-3515	
External dimensions:	370(W) × 320(D) × 320(H) mm	
Weight:	Approx. 7 kg (excluding the AC adapter)	
Power source:	Official (nominal) voltage and frequency	
Power consumption:	65 W (max) (When the official voltage is 220 to 240V, 50Hz/60Hz)	
Working temperature:	0 to 40°C	
Electronics:	LSI (CPU) etc.	
Built-in battery:	Rechargeable battery pack, memory holding time of about 1 month (with fully charged built-in battery pack, at 25°C)	
Display:	Type:	TFT color LCD with backlighting Analog touch key
	Size:	381 mm full screen
	Resolution:	1024 × 768 dots
Accessories:	Basic User Manual:	1 copy
	AC adapter:	1
	AC power cord:	1
	Foot supporter:	4
	Support sheet:	4
	Rubber foot:	4
	Screw (M4 × 25):	4
	Screw (M3 × 8):	1
	Ferrite core (for LAN cable):	1 (Please keep this accessory. Contact your authorized SHARP dealer for intallation.)
	Nylon clamp:	1

- Specifications and appearance are subject to change without notice for improvement.

CAUTION:

Shielded interface cables must be used with this equipment to maintain compliance with EMC regulations.

VORSICHT:

Zur Gewährleistung der elektromagnetischen Verträglichkeit (EMV-Vorschriften) müssen bei diesem Gerät geschirmte Schnittstellenkabel verwendet werden.

ATTENTION:

Les câbles d'interface blindés doivent être utilisés avec cet équipement pour maintenir la conformité aux normes EMC.

PRECAUCIÓN:

En este equipo deberán utilizarse cables blindados de interconexión para respetar las normas de interferencias electromagnéticas.

Noise level: 58.2 dB(A) Measured according to EN ISO 7779:2001
[Maximum value if the optional cash drawer springs open: 77.5 dB(A)]

Geräuschpegel: 58,2 dB(A) Gemessen nach EN ISO 7779:2001
[Spitzenwert bei Aufspringen der optionalen Kassenschublade: 77,5 dB(A)]

Niveau de bruit: 58,2 dB(A) Mesuré selon la norme EN ISO 7779:2001
[Valeur de crête à l'ouverture du tiroir caisse en option: 77,5 dB(A)]

Nivel de ruido: 58,2 dB(A) Medido conforme a EN ISO 7779:2001
[Valor máximo al abrir el cajón opcional de la caja: 77,5 dB(A)]

SHARP

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